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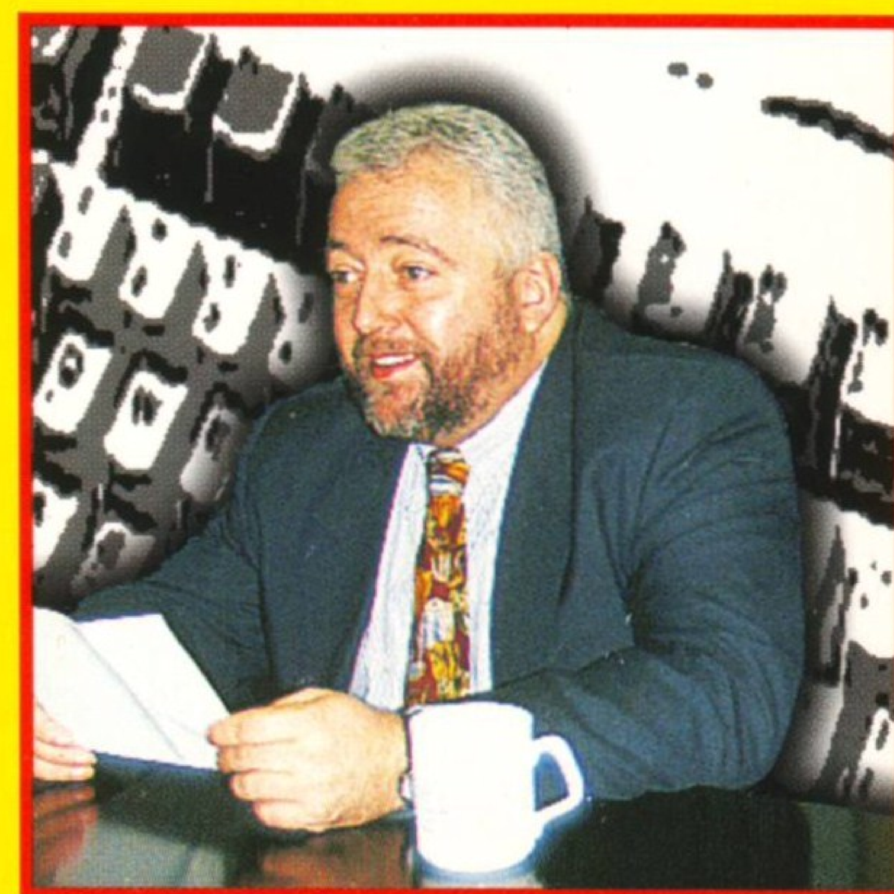
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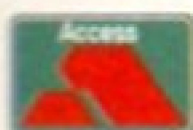
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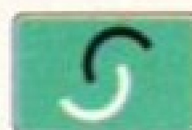
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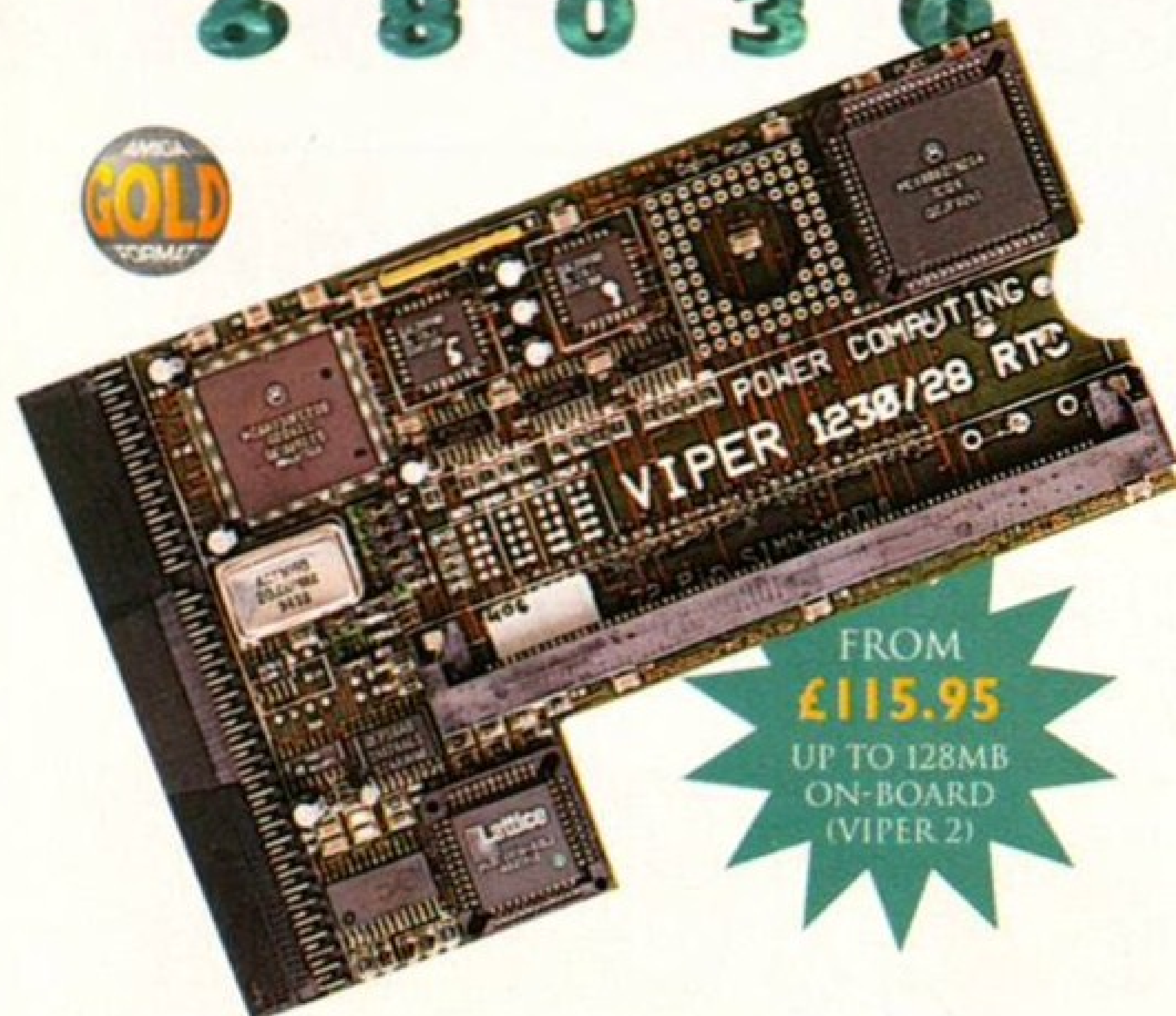


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AMIGA NEWS



Skidmarks 2, from Acid, is the world's first eight-player home video game. Read all about it on page 16.

Buy-out latest

Is the end finally in sight? We bring you all the latest news in the buy-out saga. p10

MAIN FEATURE

WORKING WITH WORDS

Five-page word pro special. p20

We put the three leading word processors to the ultimate test and reveal hidden techniques.

SERIOUSLY AMIGA

SCREEN PLAY

Page 37



Super League Manager p48
You're the boss in Audiogenic's new dug-out drama.

Every new Amiga game reviewed and rated!

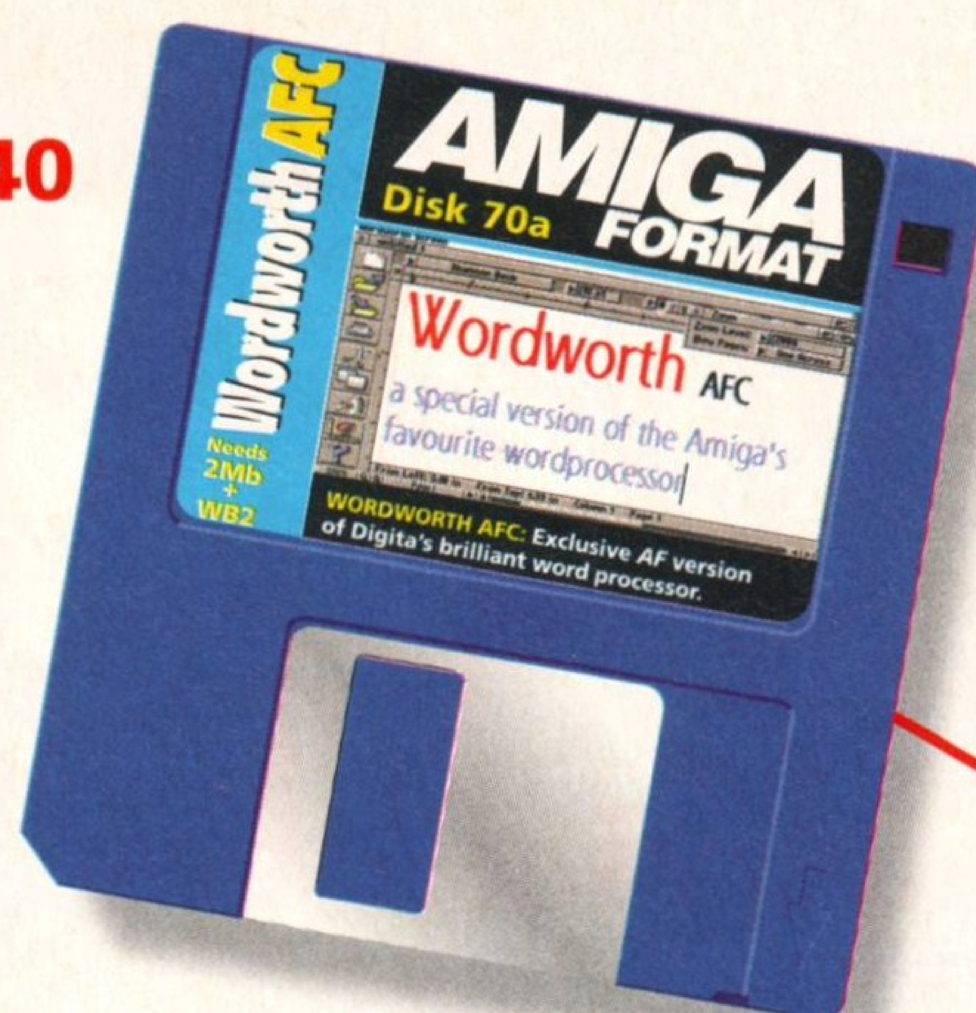




Alien Breed 3D (left): We lift the lid on Team 17's *Doom*-style blast on page 39. *Akira* (above): Manga sensation or pathetic platformer? Page 56.

Coverdisk A: Wordworth AFC p140

Everyone needs a word processor, and now we've given you one! Turn to our Coverdisk pages to find out how to get started with the *Amiga Format* exclusive version of the excellent *Wordworth* package.







Coverdisk B: Bubble 'n' Squeak King Pin p138

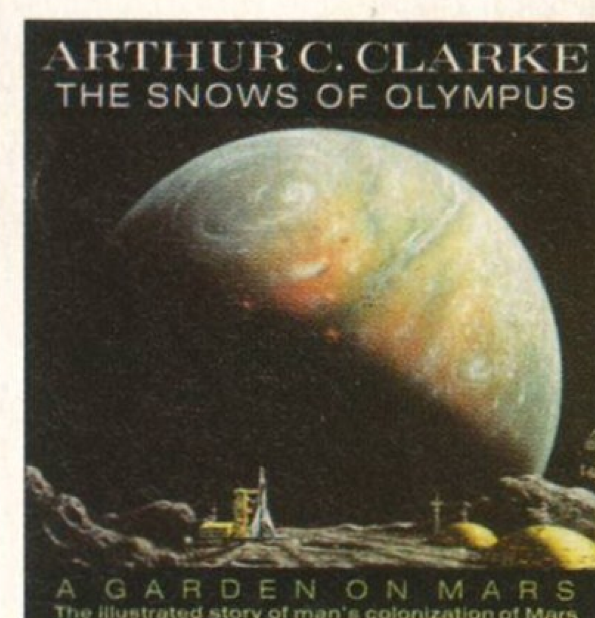
We've brought you top ten-pin action and a perfectly puzzling platform adventure – read the instructions to get started.

Just because they're cheap... p28

We ask if the new budget games from independent coders are really any good.

Commodore latest p10

How much longer is it all going to take? We explain exactly what's happening in the buy-out battle for the Amiga.



WIN Arthur C. Clarke books! p32

Arthur C. Clarke's vision of Mars was created on an Amiga using *Vista Pro*. Find out how he did it and enter our fabulous competition.

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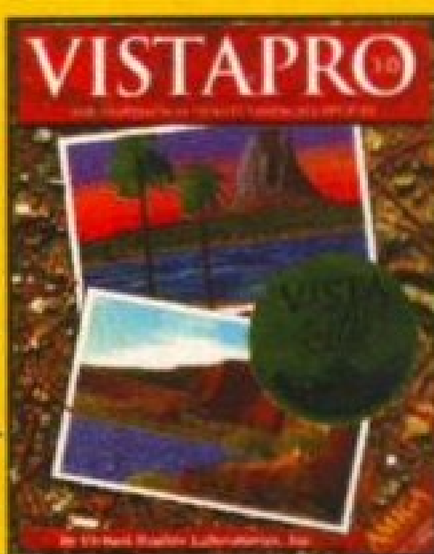
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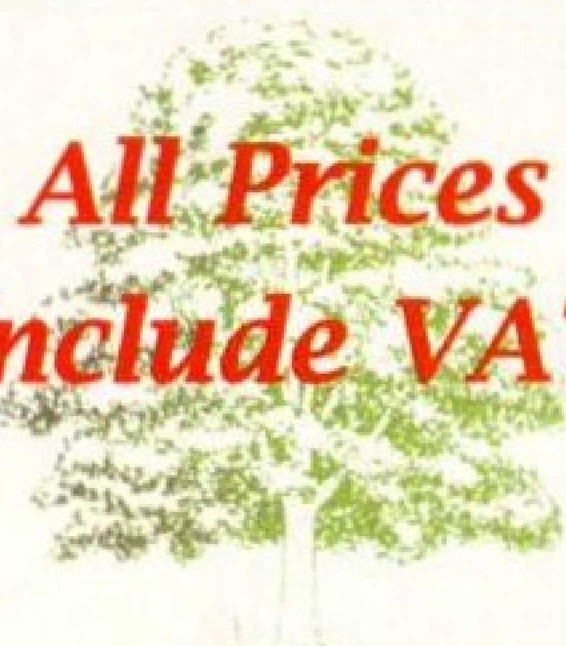
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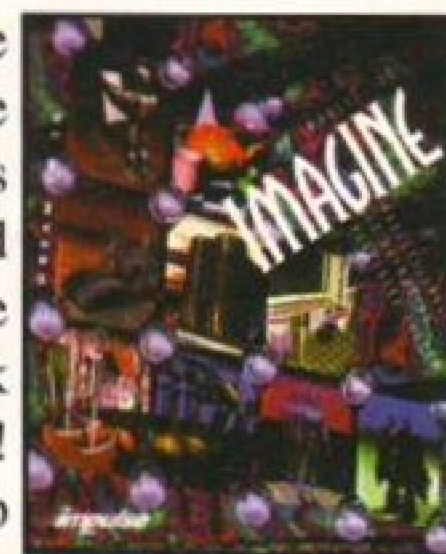
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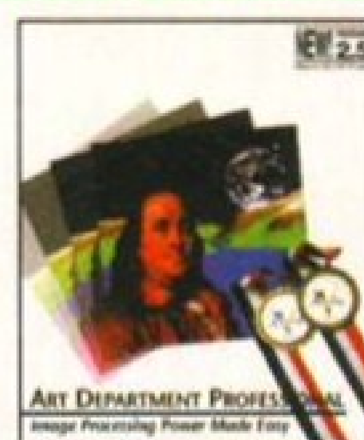
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This Month In View

Nick Veitch considers the Commodore buy-out saga, thumbs through a book about Mars and has a quiet word about E-mails.

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APRIL 1995

EDITORIAL
EDITOR Nick Veitch
DEPUTY EDITOR Sue Grant
PRODUCTION EDITOR Richard Jones
GAMES EDITOR Stephen Bradley
STAFF WRITER Steve McGill

DESIGN
ART EDITOR Sue White
DEPUTY ART EDITOR Frank Bartucca

PUBLISHING
PUBLISHER Greg Ingham
GIZZA JOB Dale Bradford
CIRCULATION MANAGER Jon Bickley
CIRCULATION ASSISTANT Kate Elston
JOINT MD Greg Ingham

CONTRIBUTORS
Stevie Kennedy, Graeme Sandiford, Tim Smith, Richard Baguley, Jason Holborn.

ADVERTISING
GROUP AD MGER Mary de Sausmarez
ADVERTISING MANAGER Louise Woods lwoods@futurenet.co.uk
SALES EXECUTIVE Diane Clarke
CLASSIFIED SALES EXECUTIVE David Matthews

PHOTOGRAPHY Ashton James

PRODUCTION
GROUP PROD MNGER Judith Green
PROD CO-ORDINATOR Charlotte Brock
PROD CONTROLLER Claire Thomas
PRINT SERVICES Mark Constance
AD DESIGN Claire Russell, Lisa Withey
ADMIN ASSNT Suzannah Angelo-Sparling
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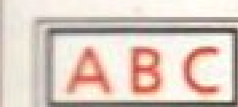
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Hello again. Yes, thank you for your letters of concern, I am still the editor of *Amiga Format*. A lot of you seem worried that being promoted to editor of this illustrious mag is akin to being on Death Row. It's not quite as bad as that, and rest assured that I intend being here for some time (unless my Lottery numbers come up, which is a bit unlikely seeing as I don't buy a ticket).

We thought that this month we might just be able to announce the final result in the confusing contest that has become the Commodore saga, but while the end is certainly near, the final votes, so to speak, are not yet in.

The real problem with a situation like this is that not everybody is pulling the same way. The parties involved roughly fall into three categories: the creditors, the liquidators and the investors. The investors, or potential investors anyway, such as Commodore UK and CEI, are keen to have the remains of the company sold on as quickly as possible, and so is every other right-minded individual in the Amiga community.

On the other hand, the creditors – the people to whom the now bankrupt Commodore companies, in all their guises, owe money – are more concerned with getting as much of that money back as possible. Some of them may have financial pressures of their own, so they may appreciate a fast result, but many can afford to wait if that means they'll get more out of the deal.

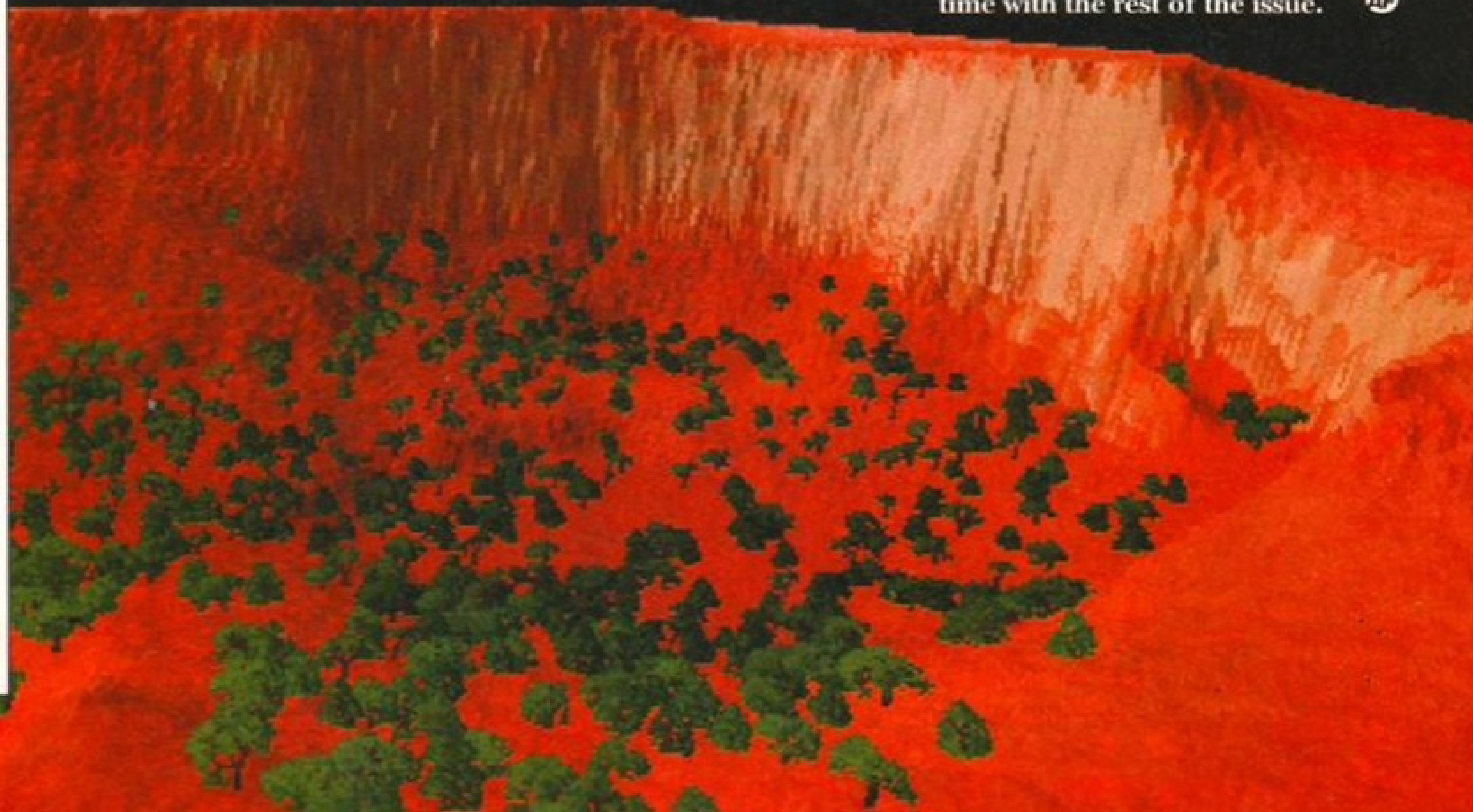
The liquidators are caught in the middle. On the one hand they are mindful that the value of the company, the money they could get from any potential investors, is diminishing every day this sad tale drags on. On the other hand, they could be sued by the creditors if they aren't seen to be doing a good job. Added to that, they are sure to get paid whatever happens.

So, while the management buy-out team, CEI and every Amiga owner on the planet are crying out for a quick decision, the people who will make that decision aren't in any particular rush. However, I'm pleased to say that it looks like the entire process is heading to the courts for the final bidding phase, so a result can't be far away.

You may be wondering why there is a picture of an odd-looking mountain on this page. The answer is reasonably straightforward. Arthur C Clarke has a new book out. It isn't a sci-fi novel, but a book of science-fact – a rather well-produced examination of the possibilities of terraforming Mars. What the hell has this got to do with your favourite Amiga magazine? Well, the book is illustrated with pictures of the planet as it undergoes terraforming which were created in *Vista Pro*, which you may remember from an *Amiga Format* Coverdisk.

Arthur used the software to construct images of how the landscape would look in each stage of development, and the resulting book is very interesting indeed. Take a look at page 32 for the full story. In the meantime, here is a picture I rendered of Olympus Mons, the largest volcano in the solar system, on a spare A3000 we have in the office. Not bad, eh?

Before I let you get on with the rest of the issue, I'd like a quiet word with all the people who contact the mag by E-mail. This is absolutely the last time I'm going to explain. When sending an E-mail to the mag (at amformat@futurenet.co.uk), you absolutely must include in the subject line, one of the following topics: Mailbag (letters to the editor), Workbench (take a wild guess), Competition (for ANY competition), Queries (for mail order and other mag-related questions), Subscriptions (for er, subscriptions). Do not mark the mail urgent – this only serves to annoy me, and will incur my wrath. On that note, have a good time with the rest of the issue.



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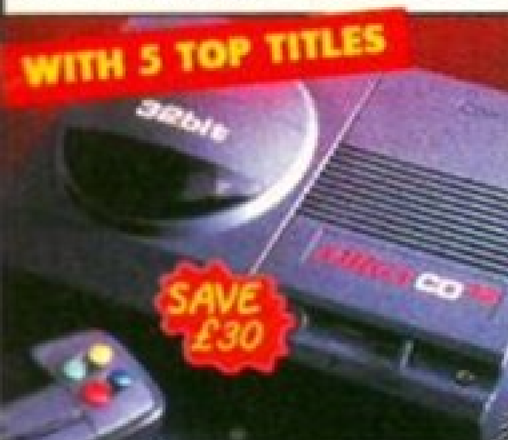
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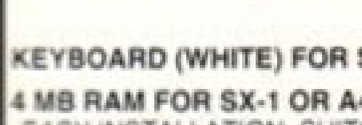


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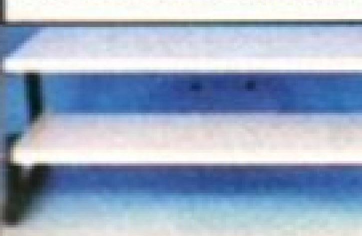
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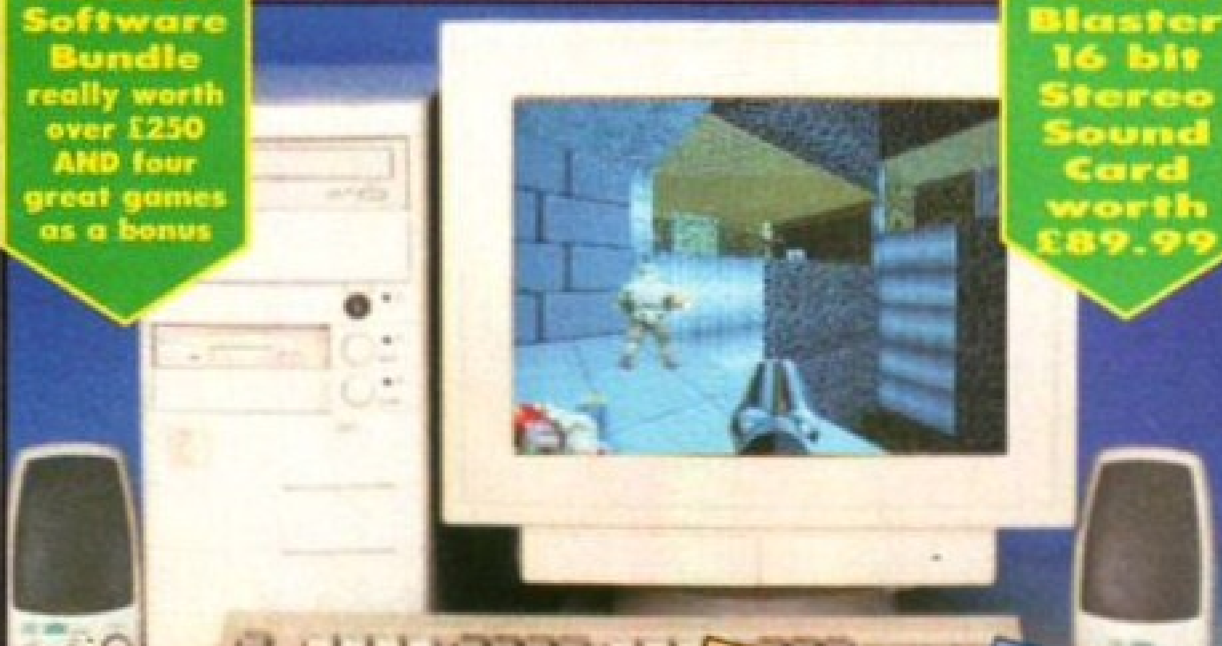
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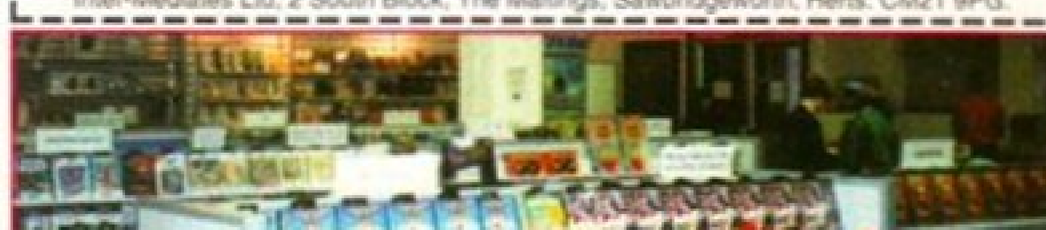
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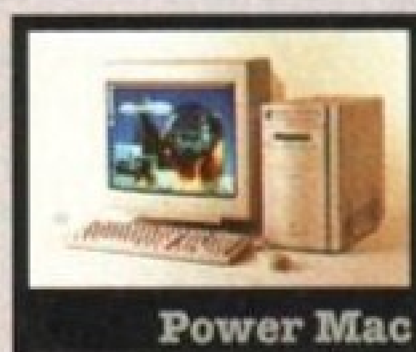
COMPREHENSIVE RANGE OF RIBBONS IN STOCK - PLEASE PHONE

The Smith Column



Let's hope that Commodore/Amiga International has finally cracked it and that we will be seeing the legendary RISC-based Amiga in the shops by Christmas. But the Amiga has been out of the positive frame for a year now, and a great deal has changed...

As Steve Jobs (ex-Apple) from NeXT Corporation discovered to his cost, the price of entering the hardware arena can be high. NeXT have dropped their elegant, all-black machines and are concentrating on operating systems design. Although we are all used to the Amiga, to its custom chips and operating system that doesn't require 8Mb the rest of the hardware world will see product from Amiga International as 'new'. This means David Pleasance has got to be incredibly canny about the way he plays the re-entry into the market.



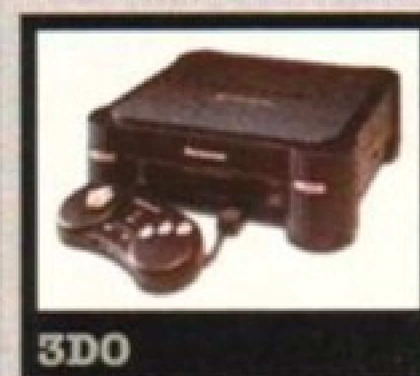
Power Mac

There is stiff competition. Not only have Apple and IBM teamed up with the PowerPC processor and platform – well Apple have got the product out there, rumour has it that IBM have decided to line the walls of warehouses with their efforts – but Silicon Graphics and even Sun are attempting to get into the act. Sun are making a minimum 25 per cent discount on their machines if you trade in "Any machine from any manufacturer" (I wonder if my old PCW will get me a few £1,000 off a SPARCStation?). Silicon Graphics are already

...David Pleasance has got to be incredibly canny about the way he plays his re-entry into the market.

knocking out a sub-£6,000 workstation for high-end graphics... hell even the price of the Quantel Paintbox has dropped below £50,000.

These prices might seem high (OK, they are high), but when you look at the kind of people who would be using the new Amiga, you can see that one side of the potential Amiga market is rapidly becoming a bear pit. Film, TV and other broad and narrowcast mediums that would have made use of a decent, low-cost imaging computer are now being wooed by the big boys. While I'm not saying that the Amiga can't hack it (pardon the pun) I am saying that in order to win back confidence and market share, the nascent company is going to have to offer some heavy incentives. With Sony, Sega, Nintendo, 3DO, Atari and even Apple vying for the games market share, the Amiga is going to need some massive support. My advice is to remember the core markets – the enthusiast on an average budget. Pricing a new Amiga above £1,000 will be its death knell. Give me the A1400 at £499 and I'll be a happy man.



3DO

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

The opinions expressed in The Tim Smith Column are not necessarily those of Amiga Format.

AMIGA FORMAT news



Buy-out enters fi

The 11-month saga that has been the unwinding of Commodore may finally be drawing to a close. In the last month the Commodore UK team have had numerous meetings with the liquidators, tying up the details of their latest bid for the company.

The process has been more protracted than is usually the case because, for both sides to agree the bid, David Pleasance's UK management buy-out team had to prove they had the financial support and the liquidators had to state exactly what they would be buying.

This is not an easy task, because so many of the trademarks and copyright on various components of the Amiga's architecture were not owned by the parent company directly, but belonged to subsidiaries around the world.

Because some of these companies are being wound up by different liquidators, it makes it difficult to determine just who can sell what. For example, the Commodore logo is being sought by a European PC manufacturer, and is being sold off by the liquidators responsible for Commodore Germany, who own the rights



al phase

to it. But an encouraging step forward is the move of court proceedings from America to the Bahamas. Hearings in United States courts tend to take longer because the investigations into the finances before a company's collapse are far more thorough.

As we go to press it seems that CEI have placed a new bid with the liquidators. At this stage, this is of no significance other than indicating that CEI are still serious about their intent to buy the Amiga. As soon as one or other bid is found valid and terms are agreed, the bidding process will move to the courts for the final phase.

The Commodore management buy-out UK team have already reduced the size of their bid significantly from that of six months ago, so David Pleasance should be able to muster the cash to escalate the bidding war substantially in the time remaining, whether it will be by enough is another matter.

One of the many unsolved mysteries in the Commodore affair is where the UK team are getting their money from. Although the exact amount of their current bid has not been revealed, the company was tentatively estimated to be worth £18m. Although, for an international company, this is not a huge amount, it isn't the sort of money you could borrow from a High Street bank.

"The Commodore UK team have already reduced the size of their bid significantly from that of six months ago."

Big money usually comes from merchant banks, but they aren't likely to risk their money in any venture where the return isn't more or less guaranteed. It is hard to imagine how any bank would finance a venture with so little guarantee of a quick return.

The alternatives to borrowing money from a merchant bank could be to team up with any one of a number of companies in the Information Technology field and there are plenty of keen players in the Far East. The other possibility is a partnership with a companion closer to home – perhaps someone like Hewlett Packard, who were one of the major component manufacturers for Commodore, and who were also planning to supply the company with the PA RISC chip for the next generation of Amigas.

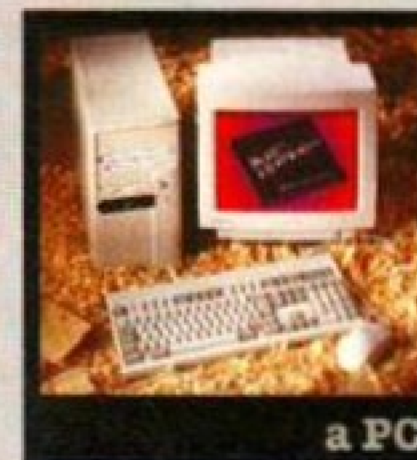
Where the money comes from may have no affect on the direction of the company, but a tie to a major IT player could well see them influencing the future Amiga products.

The Baguley Column



I never thought it would happen, but this month I'm going to quote Margaret Thatcher. Not the one about how train drivers going on strike will "simply not do", but the one about the Falklands war : "The possibility of failure does not exist". Can you conceive of a world without the Amiga? I can't. PCs are all very well, but you can't buy yourself a PC for around £300, take it home, plug into your TV and be off, can you? The problems with Commodore have left a hole in the market which nobody has yet filled.

So what should David Pleasance do? Strange you should ask, because this month we have the edited version of the acclaimed postal course *World Domination In Four Easy Steps On Only $5 A Day* by the acclaimed marketing guru Baggers. He has kindly added a special commentary to the course, which is in italics.



a PC

Step 1 – "Get a stonking design sorted for your computer. Find a young, idealistic chip designer, give him the equipment he needs and make sure that you've got a good contract which means all the designs he produces are yours."
Fortunately the Amiga already has this, so there is no need for Mr Pleasance to hang around in university bars sizing up the talent. Unless he wants to, that is...

Can you conceive of a world without Amigas? I can't. You can't buy a PC for £300, plug into your TV and be off...

Step 2 – "Create a marketing mystique. Run a series of ads showing the machine moodily lit, and obscured by bits of sculpture or use another such poncy artistic device."
Although the Amiga has a great image already, people still need to know that it's back. Invest heavily in promotion. It'll pay off in the long run.



Poncy artistic device

Step 3 – "Get product in the shops. What's the point of having the coolest product since ice cream if the punters can't get it?"
There is undoubtedly a certain amount of street cred in producing a computer (or a magazine) which has a, erm, 'limited circulation', but the real money is in selling big numbers of computers. Or magazines.

Step 4 "Never stand still. Invest in Research And Development. Alternatively, find somebody who has spent more than you and nick theirs."
Ahem. I'm sure that the latter bit won't be necessary, but R&D is vital. Especially in a market which moves as fast as computers. Get that RISC machine out, chaps!

Contact Richard Baguley on baggers@cix.compulink.co.uk

The opinions expressed in The Baguley Column are only occasionally those of *Amiga Format*.

Government is powerless

The Internet poses the biggest threat to traditional government yet seen, according to a recent statement by Ian Taylor, Britain's technology minister.

And politicians all over the world are increasingly worried that the unregulated spread of information could pose a threat to national security. Last month details of Rosemary West's committal proceedings for the charges relating to the Cromwell Street murders in Gloucester were posted all over one of the Internet's many electronic newsgroups.

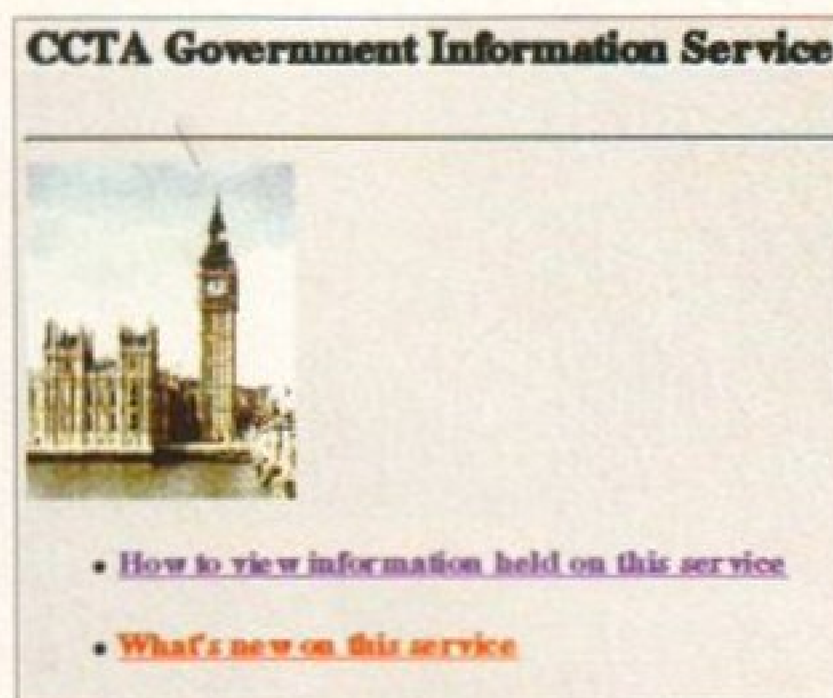
If this information had been published in any of Britain's newspapers they would have found themselves in contempt of court. In effect, the controls governing the legal system have been rendered impotent by this access to information.

The familiar tabloid concern of children gaining access to pornography was cited as an obstacle to the Government allowing schools access to the wealth of educational material available.

Taylor also implied, in an article in *New Scientist*, that the Government was working on plans to limit access to the Internet. Just how they'll manage that remains to be seen.

What do you think? If you feel strongly about any aspect of the Internet, whether the Government should limit access to it or whether it's really the dawning of a glorious new age of free information exchange, write in to *Amiga Format* and tell us about it.





The Government might be publishing basic information such as this on the Net, but don't try to gain access to Hansard. The Government insists on charging £7.50 per paper copy.

AMIGA PUTS VIRGIN ON TOP

A startling sales performance at Christmas has seen Virgin bounce to the top of the video games heap. No mean feat considering that it's up against the likes of Electronic Arts, Acclaim and console giants Nintendo and Sega.

A vital part of Virgin's strategy was domination of the ever-so-important Christmas period. A muscular line up included console and PC titles such as *Earthworm Jim*, *Jungle Book* and *Doom 2*.

But more important to Virgin taking the top spot were the big-selling Amiga titles such as the Disney-inspired *Aladdin*, and *The Lion King*, plus *Cannon Fodder 2* and the biggest selling game of the Christmas period, *Sensible World Of Soccer* which Virgin handled on behalf of Renegade.

MKII COIN-OP COMPO WINNERS

The lucky, lucky winner of £2,400 worth of *Mortal Kombat II* coin-op machine is 11-year-old Daniel Smith of Hadleigh in Essex.

OH SHIRT!

We asked you to name a famous badminton player to win a fantastic *Sensible World Of Soccer* shirt. Never before have the names Mike Tredgett, Darren Hall, Gillian Gowers and Gillian Gilkes appeared in *Amiga Format*. Shirts are on the way to: Simon Grice of Scunthorpe; John McDougall of Leven, Scotland; Jack Bremer of Clappers Lane, Fulking, West Sussex; Kevin Clements of Twickenham and Ian Aplin of Tiverton, Devon.

More Power for your CD^{32}

Amiga Power, *Amiga Format*'s sister games magazine, will carry a CD^{32} Coverdisc on a special May edition. Floppy-based Amiga owners need have no fear though, *Amiga Power* will still be on the shelves with its regular selection of sensational Coverdisk game demos.

So if you've got a CD^{32} make sure you order your copy in advance because the limited edition is bound to be a big seller.

Apart from a Coverdisc packed with programs, the CD^{32} *Power* will also carry a special editorial section devoted to the CD^{32}. Editor Jonathan Davies said: "I think it really is going to be rather good and would heartily recommend it." The May issue of *Power* is on sale on April 20.

Information super hard shoulder

A new report published by Keynote makes fascinating reading for those interested in the wider implications of computer technology.

Gallup's survey of 1,000 people revealed the following results: just 18 per cent considered themselves to be a competent computer user and 37 per cent of interviewees said that they rarely, if ever, use a computer.

Only 19 per cent considered computers affordable for a small business or for the average family. 20 per cent used a computer for playing games and 15 per cent used a computer educationally.

A miserly 11 per cent said they made a conscious effort to keep up to date with developments in computer technology and the smallest percentage, 6 per cent, said they used E-mail. A further 6 per cent said they liked the idea of computer shopping.

When age was taken into consideration, 31 per cent of 16 to 24 year olds said their computing skills were up to scratch compared to just 12 per cent of 45 to 64 year olds. Just what these figures will read like in 10 years time is anyone's guess.

niblets

SLASHED

Alternative Image have slashed the retail price of their *Scroller 2* titling system by £50 to just £30. *Scroller 2* boasts over 30 high quality fonts, full hi-res overscan scrolling – both horizontal and vertical and 16 different scrolling speeds. Alternative Image can be contacted on 0116 2440041.

PM3 EDITOR

If you have *Premier Manager 3* and you want to change the data, you'll need the new *Premier Manager 3 Editor* from Gremlin which costs a rather hefty £15. You can contact Gremlin on 01742 753423.

FREE VIDEO

Owners of A1200s and A600s who feel reticent about fitting a hard drive to their machine may find that Siren Software have the answer.

Anyone buying an IDE drive will receive a free video entitled *How To Fit Your Hard Drive*. Normally retailing at £14.99, the video shows prospective owners the rudiments and helps take the fear out of opening up their machine. Siren can be contacted on Freephone 0500 340548.

CHEAPER SUBS

Amiga Format has dropped its annual subscription prices for European and Overseas readers. European subscription rates are down from £78.95 to £69.97 and Overseas prices fall from £110.95 to £84,97. Turn to page 135 for details.



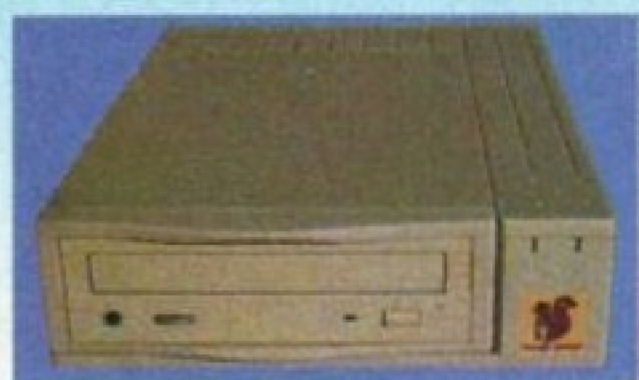
NICE ONE SQUIRREL!

Amiga Format 93% CU Amiga 94%

Amiga Shopper 95% JAM "The best piece of hardware I've ever bought for my A1200 ... well done, HiSoft!"

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, here are some great value devices...

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Not all CD-ROM drives are the same. Our SuperDouble and SuperTriple drives are fast, modern devices supporting all the SCSI features that you'll need, based on quality units from the world's leading manufacturers of CD-ROM, Sony & Toshiba.

Both drives are cased in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD32 emulation, CD-DA compatibility with the convenience of tray-loaded action. The SuperDouble™ CD-ROM drive offers 360Kb/sec transfer while the SuperTriple™ attains 510Kb/sec, both far faster than any competitive drive for the Amiga. **90% Amiga Format**

These are the drives we use for developing and testing the Squirrel hardware and software - need we say more?

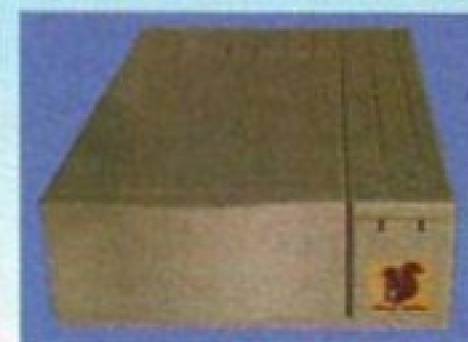
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SCSI Hard Drives





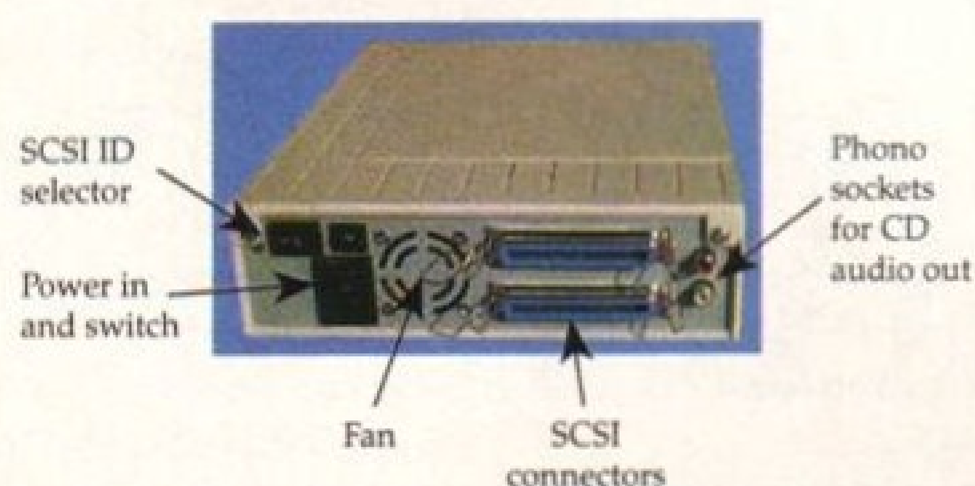
270Mb £169, 540Mb £239
730Mb £279, 1Gb £479
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Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (*int* - ready for installation internally within a suitably-equipped Amiga or other computer) or fully-cased (*ext*) with integral power supply, SCSI in/out, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shielded, snap-together enclosures, each with 40W power supply - the back panelof the 5.25" case is shown above. These SCSI enclosures are available at **£69.95** each (please specify 3.5" or 5.25" when ordering).

The neat Squirrel SCSI interface is shown on the right. The unit simply plugs into the PCMCIA slot, comes complete with all the software you need together with a cable which terminates in a 50-way Amphenol plug to attach to your first SCSI device.



the Squirrel SCSI interface

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Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.



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Termite



Afraid of becoming a hedgehog on the Information Super Highway? Don't worry, Termite is so easy to use that even a first time user will feel at home. Yet it has all the power and flexibility to satisfy the most seasoned modem warrior!

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All HiSoft products (see the complete list below) should be available through your favourite Amiga dealer. If you have difficulty in obtaining any title you can order directly from HiSoft - just call us free on **0500 223660**, armed with your credit or debit card; we will normally despatch within 4 working days or, for an extra £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE.

HiSoft products for your Amiga: Squirrel SCSI interface - £69.95, Squirrel Storage Systems - as above, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. **Coming soon: DiskMagic** (disk tools) **and Cinema4D.**



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GIF us a break

CompuServe, a leading British subscription communications network, aroused controversy after posting a licence in the Go Graphics forum stating that anyone using GIF (Graphic Interchange Format) files, or software that used such files would have to pay royalties in the form of a licence.

It turned out that CompuServe's hands were tied due to a compression routine used by GIF called LZW (Lev Zempel Welch) which was developed and patented in 1985 by Unisys. Despite the LZW routines spreading freely throughout the Net, they were never Public Domain.

CompuServe's vice-president, Tim Oren stated that throughout the sorry affair, CompuServe were, "an unwitting partner to Unisys," during the seven year period of GIF's proliferation.

In an attempt to make amends CompuServe are now working on the development of GIF24, a 24-bit format featuring no loss of quality when it's compressed. To ensure that diversification of standards doesn't occur, CompuServe are committed to keeping GIF24 as an open standard that costs nothing to use.

Considering that the new standard hasn't yet been finalised and CompuServe intend developing it in co-operation with users and software developers, *Amiga Format* readers who would like to have their say in the matter can send their suggestions and comments to: gif24@csi.compuserve.com on the Net, or to csi:gif24 on CompuServe.



Despite the fact that JPEGs, PICTS and ILBMs tend to be the most-used graphic formats when surfing the Net, GIFs are among the most popular and convenient to use.



Data **protection** guidance

Anyone processing personal information with their Amiga should get hold of a copy of the new reference book about the possible implications of the 1984 Data Protection Act.

A new series of the *Data Protection Guidelines*, which were last revised in March 1992 are now available free of charge from: Information Services Department, Office Of The Data Protection Registrar, Wycliffe House, Water Lane, Wilmslow, Cheshire SK9 5AF. Tel: 01625 535777. Fax: 01625 524510.

Spring show is in the **air**

The Spring All Micro Show, Radio Rally And Electronics Fair is due to take place on Saturday, April 15 at Bingley Hall, at the Staffordshire Showground in Weston Road, Staffordshire.

Just about every computer format will be covered and there should be lots of bargains for the discerning buyer. Admission to the show will range from 50p to £2.50 depending on status. For further information get in touch with the organisers on 01473 272002.

YOU'VE GOT THE BEST – NOW TRY THE REST

The April issue of *Amiga Power* is gorgeous. On the front is a brilliant space scene, created by ourselves using potentially dangerous special effects techniques to celebrate the *Frontier 2: First Encounters* stuff inside. There's a feature about *SWOS*, in which we challenge Sensible about why it's so full of bugs and ask them what they're going to do about it then eh. And there are a fair few reviews, including a fantastic exclusive one of the tremendous *Skidmarks 2*. The disks are good, too, packed full of demos and games – things like *Super Loopz* and an excellent four-player version of the old Atari VCS tank game. Basically it's a really good issue – one which we can look at proudly as we lean exhausted on our spades. Oh, it's on sale now.
Jonathon Davies, Editor



We packed a spotted hanky and sent Graeme Sandiford to the gold-paved streets of London to talk to the men behind the success of Premier Vision, the professional graphics house.

And if you want to get on-line but are having trouble choosing a modem then read our in-depth Supertest of the state-of-the-art in modems. There's plenty of other stuff in the issue to keep you occupied too, like the *Photogenics* and music tutorials and our PD section all about graphics programs. It would not only be criminal to miss the April issue of *Amiga Shopper* (on sale now), but you can't afford to miss the May edition either – you could save yourself up to £1,000!
Sue Grant, Editor



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CHART SPONSOR IMMINENT

Pepsi look set to be the next sponsor of the Gallup games charts. The charts have been without a sponsor for over a year following the parting of ways between ELSPA, the chart copyright holders, and McVities' Penguin brand biscuits. Sponsorship could be worth anything between £75,000 and £200,000.

BBC GAMES SHOW

The third week of August will see the transmission of the BBC's first ever games-specific show. The name is still to be decided due to copyright issues over the original name, *Power Station*.

TEAM 17 MOVE HOUSE

Top software house Team 17 are moving to bigger premises. Rumoured to be due to their present domicile's incapacity to accommodate ex-*AF* editor Marcus Dyson's ego. The fact that they're doing so well has probably also got something to do with it. Team 17 are now at: Longlands House, Wakefield Road, Ossett, West Yorks WF5 9JS. Telephone: 01924 267776.

NO FUTURE

Future Zone's interim losses of £2.7m have left parent company Rhino looking to the City for extra revenue. Many software insiders blame Future Zone's aggressive pricing strategy for its present predicament. Watch this space to see what happens.

AMIGA FORMAT games news

Newshounds Steve Bradley and Steve McGill round up all of the hottest tidings from the wide and wonderful world of Amiga games.

ITALIAN JOBS

Channel 4's Sunday afternoon coverage of Italy's Serie A is obviously having an effect on their friends in games publishing, for two companies are releasing Italian football management simulations.

Domark's *Championship Manager Italia '95* is already in the shops – unfortunately it arrived in the *AF* office seconds too late to make a review in this issue, but we'll be looking at it in depth next month

And Kompart UK's chart-topping *Tactical Manager* is to spawn a foreign cousin in the curiously-titled *Tactical Manager Italia*. With *Super League Manager* (see page 48) recently released too, it appears that football management games are the genre of the moment.

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BULLFROG BOUGHT

Bullfrog, responsible for fabulously popular Amiga games such as *Theme Park*, the *Populous* series and *Syndicate*, have been bought by large chaps Electronic Arts. Bullfrog will retain a degree of autonomy and hopefully continue to furnish us with excellent games.

FLAIR PLAY



Northumberland-based Flair Software are discharging a swift volley of Amiga deliveries with platform romp *Whizz*, arcade football game *Soccer Superstars*, (which comes with a free, "quality-stitched" Mitre football) and predominantly car driving-based *Rally Championships*.

All three titles are available now in 1Mb and A1200 versions and CD32, too. We can report that the free football is round and works properly. As for the games, they arrived as we waved off the final film of this issue to the printers (apart from this page), but they will feature prominently next month. Of that, you can be sure.

Acid score world first

A world first for the domestic video game market – up to eight players can take part in the same race at the same time on the same course with *Skidmarks 2* from Acid Software.

It's all done through a serial link connection between two A1200s. The course is split in half between each Amiga and the display has a healthy overlap so that confusion when looking from one monitor to the next is minimised. Control couldn't be easier. On each Amiga, two players use the joystick ports with the other two using selectable keys on the keyboard.

Amiga Format had the privilege of participating when the first eight-player game of *Skidmarks 2* in this country took place. No glitches or technical hitches plagued the experiment.

All those present were more than happy with the smooth gameplay and friendly rivalry between competitors. One insider said: "This could be the biggest thing ever to happen on the Amiga. If only more people were aware of the fun that can be had with linked games."

Further features of the game include eight different types of cars to race, ranging from Mini Coopers to cows on wheels, and there are up to 30 different courses to drive on.

Look forward to an in-depth FULL review of the FINISHED game in next month's *AF*.



You can have up to eight players in *Skidmarks 2* – if you're the owner of two Amiga 1200s, that is.



Look out for Team 17's new RPG *Speris Legacy* in June. If it's half as good as *Zelda* it will be a smash.

ANCO ANNOUNCE PM2

After releasing *Kick Off 3* in a couple of guises, Anco are finally set to release the follow-up to *Player Manager* which originally appeared just six years ago. Enchantingly titled, *Player Manager 2*, Anco claim it will feature options never before witnessed in a football management simulation. Apparently, Scandinavian gentlemen offer you large sums of money and poor midfielders with shoddy haircuts. Perhaps.

Player Manager 2 covers playing, coaching, scouting and all the stuff that you see in other football management simulations, except this has Alan Hansen offering pre and post match comments. The comprehensive, and indeed, definitive review will undoubtedly appear in *Amiga Format* in the next month or so.

Team 17's legacy

Team 17's *Speris Legacy* is missing something. Yes, shouldn't there be an 'h' after the 'S' in Speris? Apparently not. Anyway, *Speris Legacy* is a nearly-viewed-from-above joystick-controlled *Zelda*-style RPG with plenty of puzzles and the odd hack 'n' slash. It's remarkably bright, colourful too, and most interestingly, on the demo document we viewed, the programmers suggest that there is, 'a large array of weapons and miracles.' You can chat with the locals, access an inventory which contains, 'an excellent piece of wood, wasted on a habit,' commonly known as a pipe.



And there is likely to be rash of these types of games in the near future – Team 17 are also working on *Witchwood* and Krisalis' long-awaited *Legends* should surface before the birds fly south. *Speris Legacy* is due for shelf space in the merry month of June.



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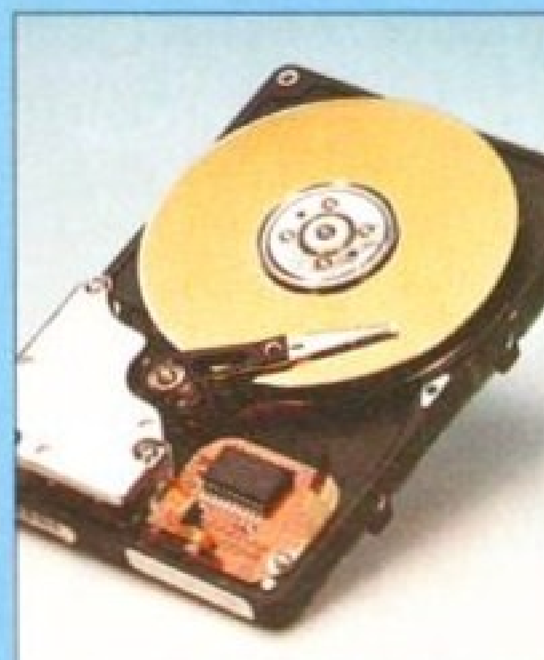
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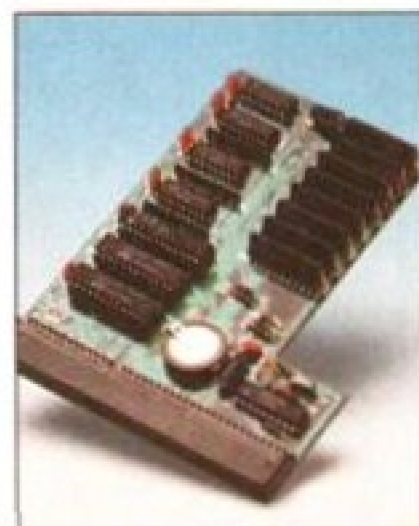
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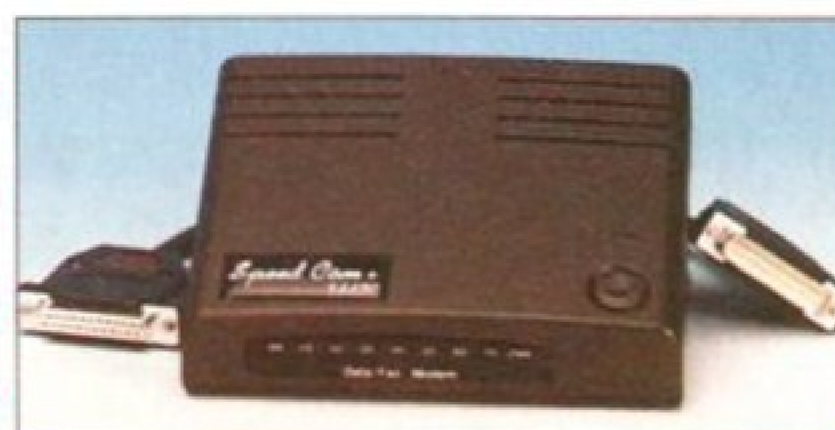
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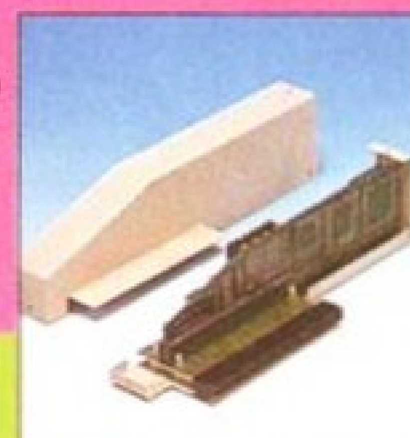


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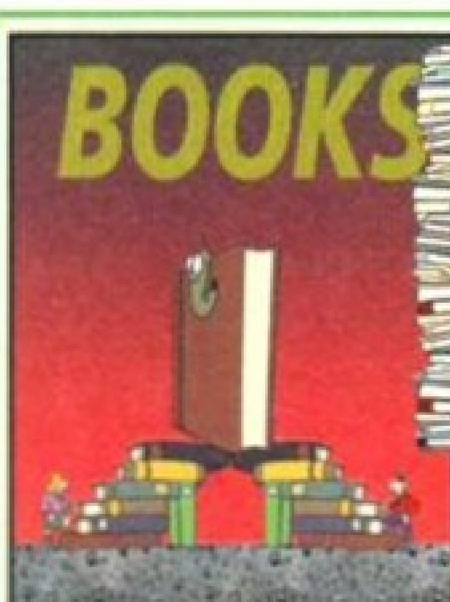


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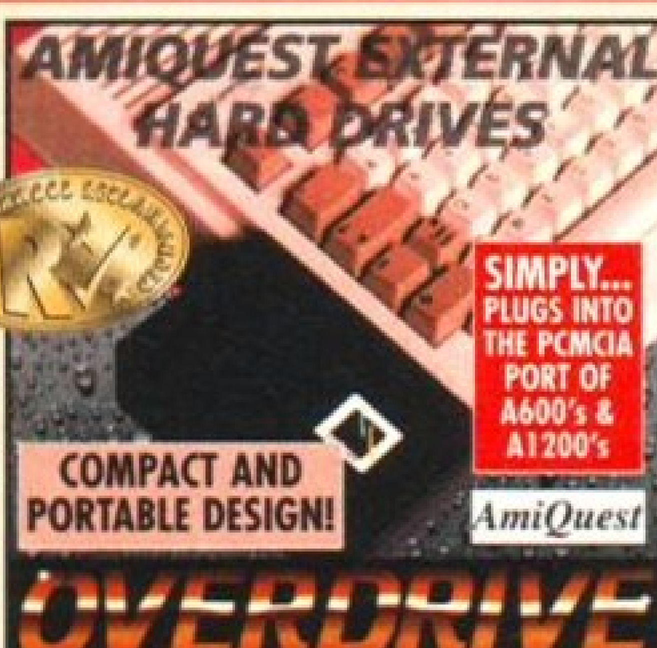


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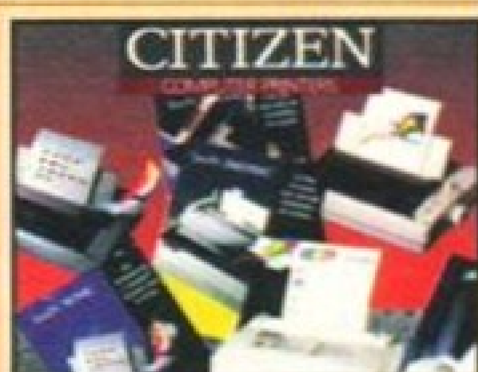


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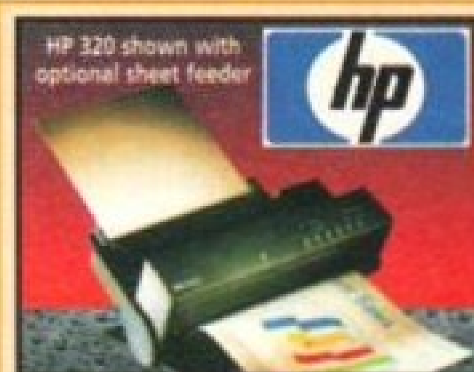
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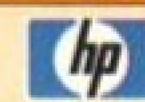
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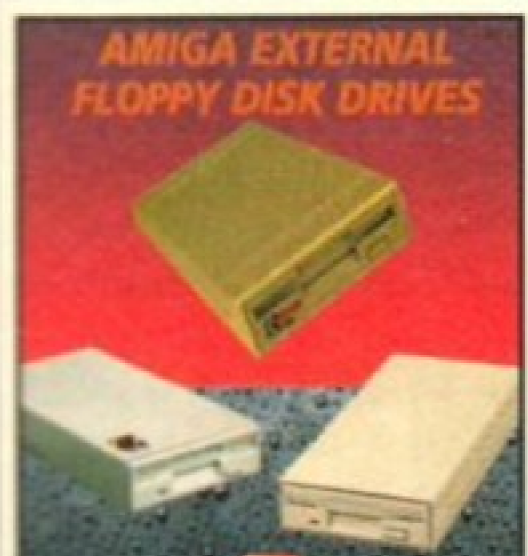
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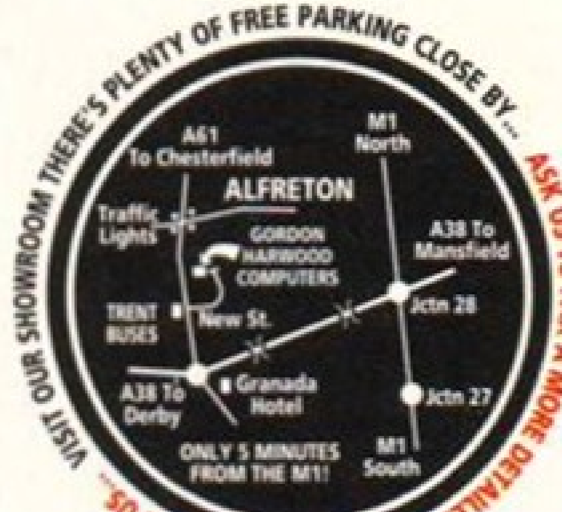
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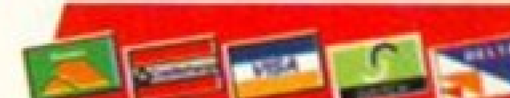
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WORKING WITH WORDS

Word processors can do a lot more than just create pretty pages and print them out. Stevie Kennedy looks at some of the powerful features lurking below the surface and puts the three main contenders through the ultimate work-out.

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A modern Amiga word processor is often labelled powerful if it can use outline fonts, import graphics, and make use of colourful WYSIWYG screen displays, but there's a great deal more to a powerful wordsmith than these superficial touchstones.

If you're using a package to write a 70,000 word novel or put together a degree thesis for a science subject, the sort of features you would need are quite often not the usual ones highlighted on the back of the box. You might need a complex indexing feature, or the ability to automatically number sections of a document. It might be very important to you that you can quickly build a long custom dictionary, or that the package makes full use of footnotes and endnotes.

Again, for more complex documents with many different sections or chapters, a slick method for generating contents and an index would be just up your street, and you'd probably want close control over how this is achieved. Commercial users, on the other hand, would be more interested in mail merging and the program's ability to communicate with databases.

The list goes on, but it soon becomes clear that though Amiga word processors have converged somewhat in the way they look and the way they implement WYSIWYG (What You See Is What You Get), they are still very different under the surface. We took the three big power houses in the shape of *Final Writer*, *Wordworth* and *Protext*, and put them through the mill to see how they shaped up under stress.

To test them we used a 32,000 word document to which copious footnotes, endnotes, a bibliography, index, and table of contents were added, a form letter for mail merging, and a report which required section numbering, tables, and long indented quotes. These are the sort of tasks a modern package will be asked to perform, and when a package fails to do what you require of it, you end up spending more time working around its weaknesses than working on your project.

BY THE BOOK

Writing anything of a considerable length brings out some of a WP's hidden capabilities and gives the user cause to thank the programmers for including a menu item which goes unused in ordinary circumstances. It's also a good way to put extra pressure on obvious features like spell checkers.

Writing letters or short essays won't, for example, put too much strain on indices, tables of contents or footnotes, but a thesis will. Bookmarks, scroll bars, and jump-to-page buttons also come into their own when navigating around a file which has more than 50 pages, and it is here that the real testing begins.

I tried the three packages on a couple of different texts. One was of 15,000 words, the other 32,000, the latter containing a large number of fictitious words and place or character names. Both documents needed a table of contents and indices, and, because they were both manuscripts, they required headers and footers containing clear information about the author, date, title, and page number.

SPELL CHECKING

Spell checking was the first stop, and in tests it became clear that *Final Writer* and *Wordworth* were more or less neck and neck, with *Protext* holding a clear lead over both. The two WYSIWYG packages have perfectly good UK English dictionaries of over 110,000 words, and both will add new words to a user dictionary as they go along, but checking long documents word by word is much slower than *Protext*'s alternative method.

By hitting the Escape key and using the command mode Spell, *Protext* can be instructed to scan an entire document (which takes only a few seconds) and filter out all the words it doesn't recognise, then present them on screen as a list. Hitting S for store, I for ignore and so on at the command line makes spell checking a long document at least five times quicker than using a window and the mouse.

In addition, the *Protext* user can have as many custom dictionaries as they like, keeping one for casual or fiction writing and another for business use. This avoids conflicts when it might be fine to use words like "nope" or "this'll" in character dialogue, but not in other types of writing.

All three programs employ elementary grammar checking, such as picking up on repeated words, but both *Protext* and *Final Writer* have problems with dialogue. When a line of speech goes something like

"Look out!" he yelled

both spell checkers assume that the exclamation mark is the end of one sentence and conclude that "he" begins a new sentence with a lower case letter, even though, for dialogue, the above is grammatically correct. The same thing happens with question marks and can be very frustrating. *Wordworth* doesn't check for capitals at the start of sentences, so what can otherwise be a lack of attention works in its favour in this case.

To be fair, *Final Writer*'s speller preferences make it possible to turn this sort of checking off, and a *Protext* user can set an ignore marker to stop the error from being flagged a second time, but a bit more intelligence towards this common use of the English language would have been most welcome.

When chopping and changing large areas of text, *Protext* used to enjoy an advantage due to its use of block markers. Just set a marker, jump down to any page you like, then set another one and the whole block is selected. *Wordworth* and *Final Writer*, however, both now use Shift Selection which enables the user to hold down the Shift key and select just one word, then use the scroll bars and click anywhere else in the document to mark the end of the selection.

This method works at about the same speed as *Protext*'s block markers, and because the Arnor package is quite slow at drag-selecting past the bottom of the page with the mouse, the two WYSIWYG programs compare very favourably.

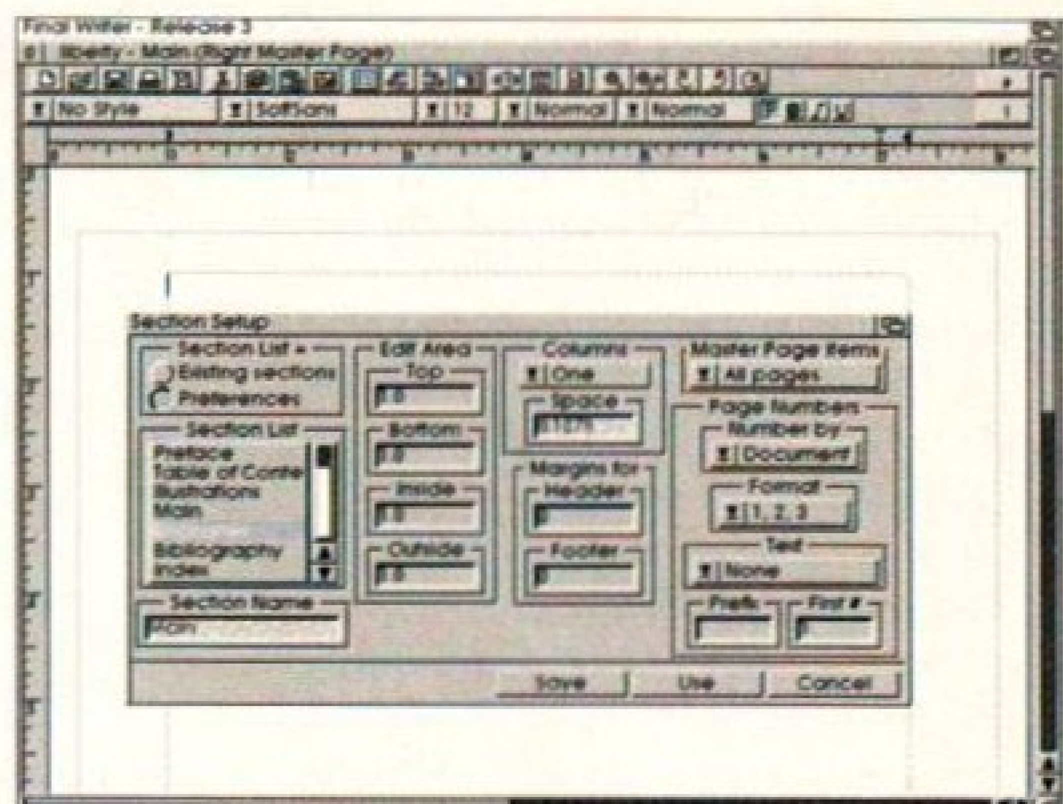
Continued overleaf ➡

TOP TIPS

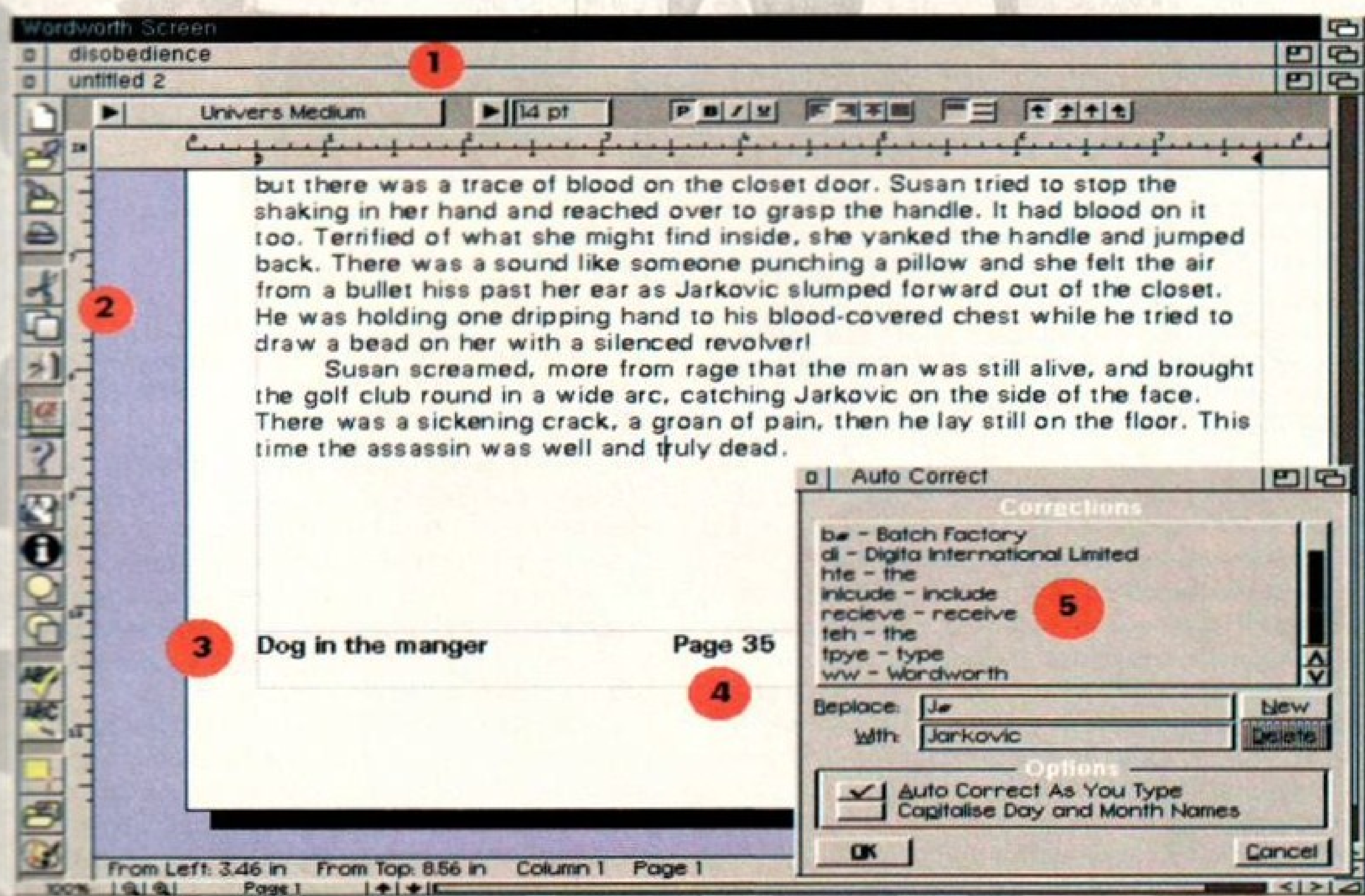
If your software only supports one user dictionary, you can still have more by building up dictionaries and making copies of the resulting files. Because dictionaries are usually stored in ASCII format, you can merge them by loading both files and copying one into the other, or by using the Workbench Join command.



The *Protext* Spell command is far and away the quickest and most efficient way to spell-check a long document.



Creating styles for the various sections in a document is easy using *Final Writer*'s comprehensive Section Setup requester.



WORDWORTH

1 **The Style menu bar makes selection of fonts, sizes, and other common attributes in *Wordworth* quick and easy. Softwood took notice and added a similar feature for *Final Writer 3*.**

2 **The button bar is only capable of displaying as many icons as you can fit on a screen. Most experienced users hardly ever bother with the buttons.**

3 **Footers are simple affairs in *Wordworth*, but it is an advantage to be able to set them up in template form and never worry about them again. Not as flexible as *Protext*, but quicker.**

4 **Choice of page numbering conventions is limited, but you can put a word such as Page in the template and have that appear on every page of the document.**

5 **Auto Correct is an excellent tool which enables you to add commonly mis-spelled words to a dictionary. It can also be used to replace abbreviations with the full name.**

When it comes to indices and tables of contents, *Final Writer* tops *Wordworth* for quick but flexible generation. *Protext* can be very powerful if the user takes advantage of the built-in commands to create multi-level indices, and *Wordworth* has a quick and simple approach, but *Final Writer* has the most complete automatic generation feature.

Text and paragraph formatting can be included so that the finished table has exactly the look you require, and there are up to eight levels of indexing. This means that the user can have an index entry for Architecture, then a further sub-entry for Post-Modernist or Gothic with a further sub-entry for Cathedral and Gargoyle. This is one of the package's most complete and powerful automatic features and the same user-defined approach is taken for lists of illustrations and endnotes.

Protext users can match this flexibility when it comes to using built-in commands, however, and the Arnor package beats the other two hands down in terms of raw power. Academic writers will find the use of complete phrases and subject-referencing in an index particularly useful for theses or dissertations.

When building an index, the *Protext* user need only insert, say, the phrase Political Association as a comment line, then index this as a reference entry. The comment appears on screen but not on the print preview and not on the hard copy. Not as easy to use as *Final Writer*'s automatic options, perhaps, but a great deal more powerful.

Wordworth's index generator has two sub-levels for entries, and can indicate page ranges where an entry occurs very frequently, but for many complex documents this isn't enough. For example, a dissertation on economics might require an index entry like this:

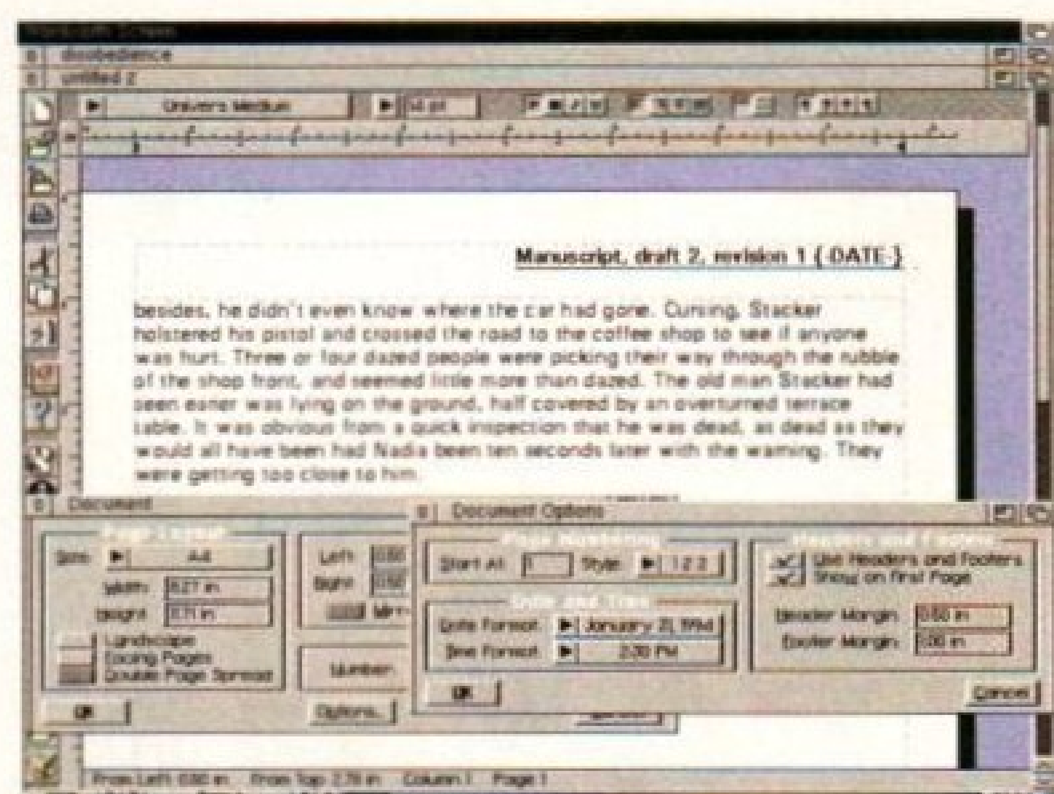
Marxism	245
and Lenin	252
and the labour theory of value	267
critics of	312-315
fall of	341
<I>ref: socialism<D>	24

Protext, though it can use only one level of nesting, is the only package of the three capable of generating such a cross-referenced index. Even *Final Writer*'s facility to include a phrase in the index is restricted to phrases taken directly from the text itself.

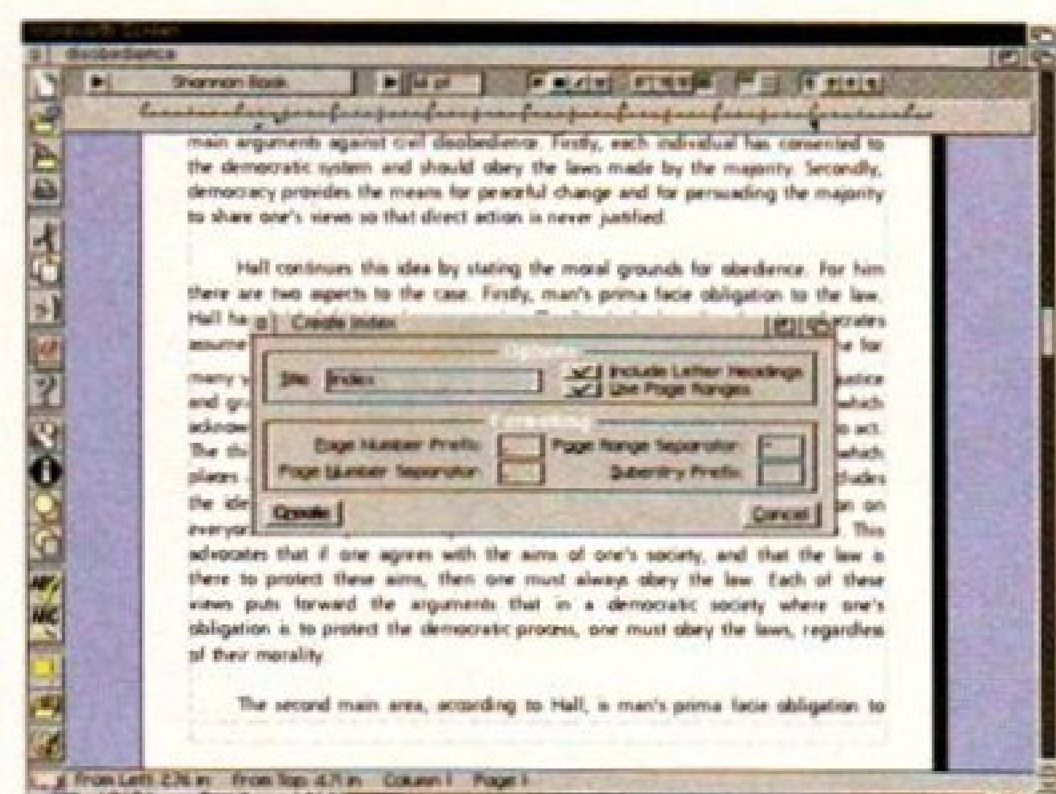
Headers and footers are another area in which *Protext* shines. Unlike *Wordworth* and *Final Writer*, whose templates and master pages set headers and footers more or less rigidly, *Protext* can turn them off and on at will from one page to the next, change the style in which they are printed using the new Style editor, and include up to nine lines of any text you like.

TOP TIPS

You don't need to have *Wordworth's Digisense* to make use of abbreviations – not if you have macros. If you have *ARexx* support you can automate standard Search And Replace functions to replace your own abbreviations with full words. Make sure that your abbreviation isn't a real word though.



***Wordworth* has limited, but easy, options for controlling headers and footers, with a toggle gadget to stop them appearing on the first page – often a cover or title page.**



Not as powerful as the index features in the other packages, *Wordworth*'s does at least have options for page ranges where a word appears on several consecutive pages.

Where a document has a footer set up for all pages, you might think that things can get crowded at the bottom of the page. *Protext* footnotes, however, use as much space as they need, and push the main text upwards instead of pushing themselves and the footer off the bottom edge.

A similar set of commands can be applied to endnotes, an area which takes on special significance in academic and scientific texts. Both of the WYSIWYG packages have endnotes, and *Final Writer*'s can be edited for style and formatting, but neither *Final Writer* or *Wordworth* can match *Protext* in this department.

INITIAL REPORTS...

Another one of the specific types of document created on a word processor is the report, a format which requires most of the features we've looked at for longer documents, but which also has its own demands. Foremost of these is the outlining feature. If you're not familiar with this sort of layout, outlining looks something like this:

```
Title
    1. Section heading
        1.a Subsection
            1.a.1
        1.b Subsection
            1.b.1 Paragraph
    2. Next section
        2.a Subsection
            2.a.1 Paragraph
        2.b Subsection

and so on...
```

Creating a document in this format places extra demands on indexing and contents generators, because the simple page number is replaced with a complex paragraph notation.

Legal documents, scientific reports, and a variety of other formal texts make use of outlining as standard, and if your word processor can't handle this feature, then a whole document type is relegated to the dustbin.

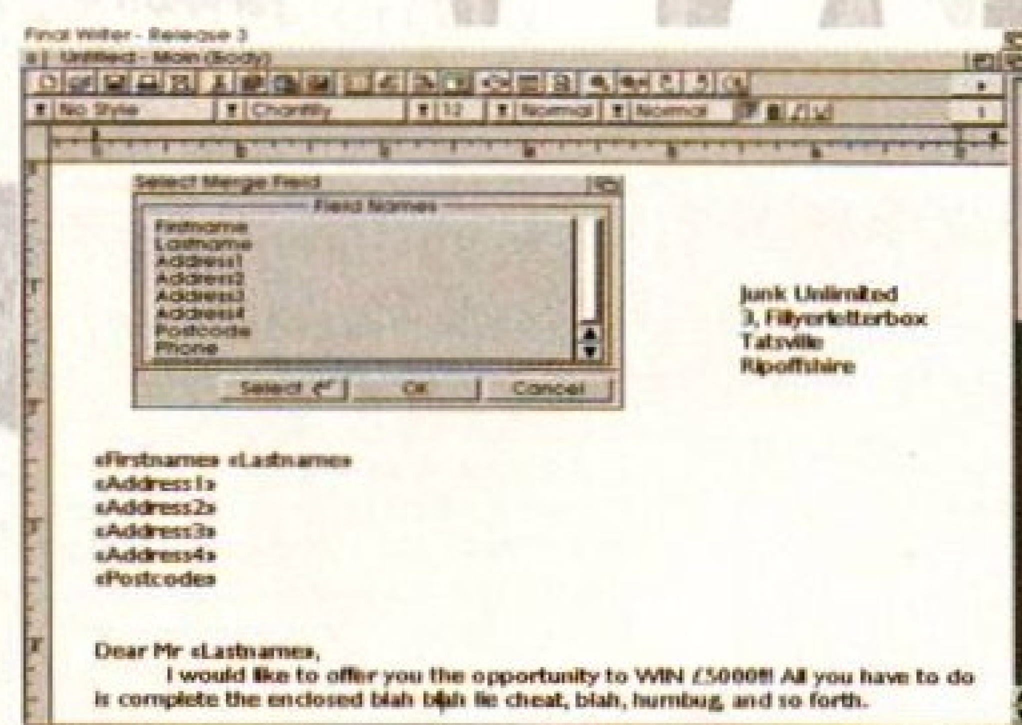
MAIL MERGING

One of the most common uses of word processors is mail merging, a technique whereby a letter is typed once and then matched with a data file to produce hundreds of copies, each with a different name and address. All three packages perform mail merging either through the use of data files (lists of names and addresses usually) typed in using the word processor itself or by importing files saved from a database. All three WPs have sister database programs in the form of *Prodata* (*Protext*), *Final Data* (*Final Writer*) and *Datastore* (*Wordworth*).

Files from other database systems can be used through the standard ASCII format, but *Wordworth* also offers direct import of *Superbase CSV* files and those from the *Mailshot Plus* package. In terms of power, *Protext* is just ahead of *Wordworth*, with *Final Writer* lagging behind. The reason for this is that both Digita and Arnor provide for conditional mail merging.

This means that instead of placing a merge field in the text of your Form letter and having the package pick up all records in the database, a limited number of tests can be carried out to check the data in a particular field and filter out only those people at which the letter is aimed. You could, for example, use conditional merge to find just Birmingham addresses.

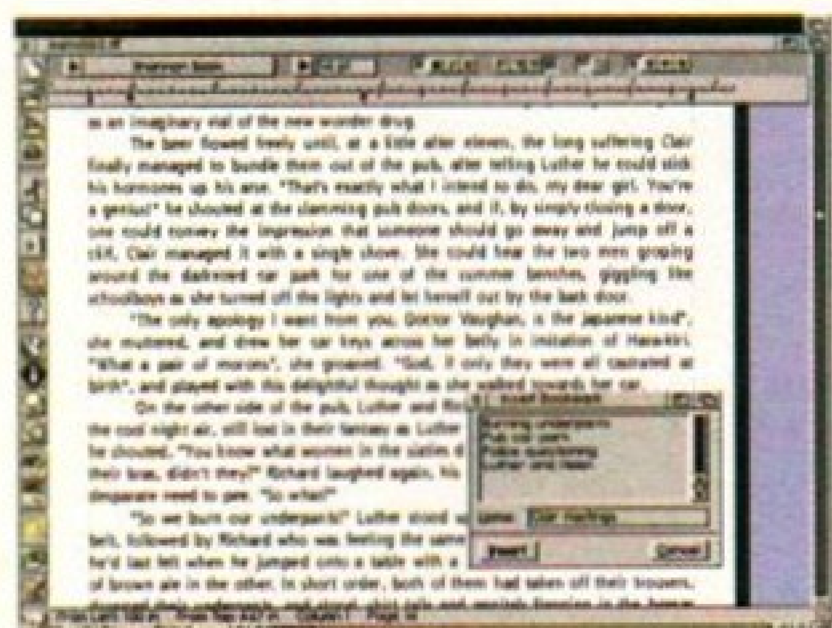
It's perfectly possible to create a sub-set of your data by carrying out the filtering process within the database before exporting the merge file, but conditional merging allows for easy testing without the need to produce a new address database every time you want to narrow the scope of a Form letter. *Final Writer* users are stuck with having to jump between their WP and *Final Data*, I'm afraid.



***Final Writer* has the least powerful mail merging features, but it is the easiest to use.**

***Protext*'s advantage over *Wordworth* is the In and Not In tests, which could – for example – be used to find everyone not in Central London by searching for 0171 numbers and excluding them.**

This seemingly simple extension to the test procedure gives *Protext* a unique advantage. It's one which most home users would probably never need, but those running a small business should stop and think just how much time the In and Not In tests would save them.



Inserting bookmarks makes it easy to jump around a document. Put one at a point you want to return to and give it a name.

MACRO MANIA

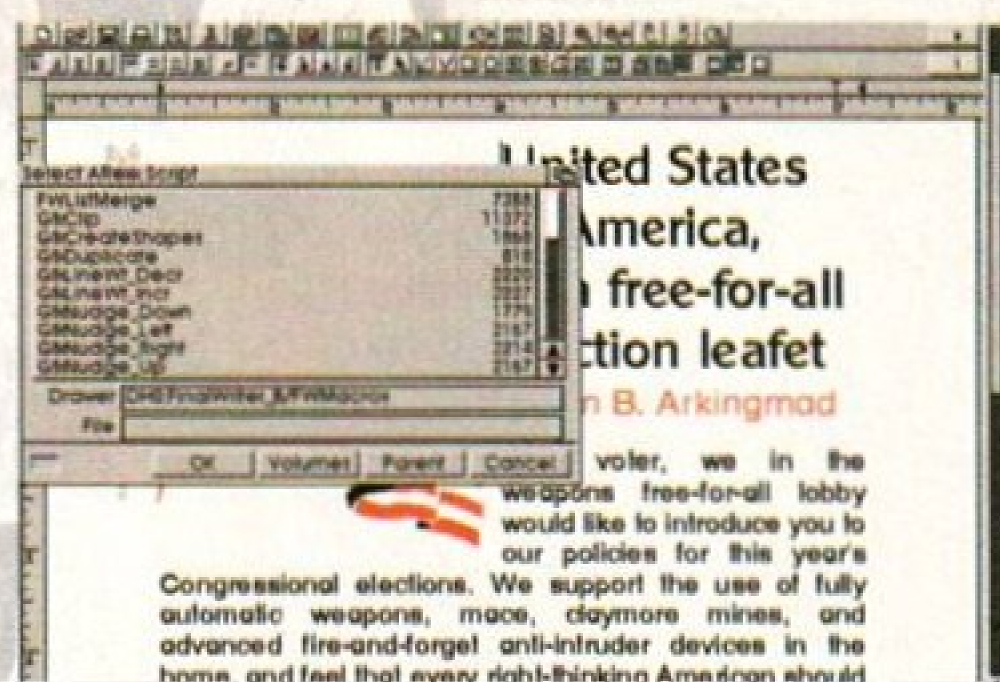
Of the three packages, *Wordworth* is the only one which doesn't support macros of some kind, which is strange considering how powerful they can be. *Final Writer* has an *ARexx* port and over 200 of its own commands, while *Protext* sticks with its built-in commands and an automatic macro recorder.

It's possible to use *Protext's ARexx* port and any of the built-in commands to create *ARexx*-based macros, but with an automatic recorder and command mode on hand you'd have to be a masochist to go any further.

***Protext*'s hotkey-based macros are for pre-set strings of text, such as the user's name and address, and they make it easy to build up a glossary of commonly-used phrases. By using the appropriate ASCII code, however, you can include the Escape key at the start of a macro, thus opening Command mode and giving access to much more power.**

The Exec command can be used when in Command mode to launch any script which has already been defined using stored commands. These are available for use within documents and always begin on a fresh line with the > symbol. When *Protext* sees this, it knows that what follows is a command which can perform actions ranging from turning proportional spacing on and off to complex mail merge routines.

Exec files can be built up containing nothing but stored commands. For example, a macro which always comes in handy is one to scan an ASCII file and replace all single carriage return characters with a space, thus removing them from the ends of lines.



***Final Writer* has a number of pre-written macros. If you want any more, however, you'll have to learn the lingo...**

***Final Writer's ARexx* commands are potentially as powerful, but less user-friendly. Any *Final Writer* owner with *ARexx* knowledge should be capable of programming macros to perform pretty stunning operations such as drawing shapes using the polygon drawing tools. Using scripts in this way ensures that the shape is always the same size and in the same position.**

***Wordworth* has a menu-driven librarian command which does the same job as *Protext*'s macro recorder, but Digita have made a deliberate decision to steer away from macros and keep everything on menus and in dialogue boxes. This way, all of *Wordworth*'s features are easy to access.**

Of the three packages we put on test, only *Wordworth* fails completely to allow for outlining, and though it would be possible to type the section and paragraph numbers separately, then manually indent each sub-section and paragraph, this time-consuming and rather fiddly approach is far from ideal.

Final Writer has an automatic outlining feature which works in a particularly quick and simple fashion. When typing a document to begin with, the user can choose styles from a selection of section name, topic name, and two levels of sub-topics (paragraphs), and then assign these styles to the headings and paragraphs throughout the document.

Once the report has been completed, choosing the outline option from the Tools menu automatically re-formats the document into a report format, adding section and sub-section numbers, and applying a user-defined indent as it goes. The main limitations are that automatic re-formatting is not carried out, and Roman numerals aren't supported in the numbering system.

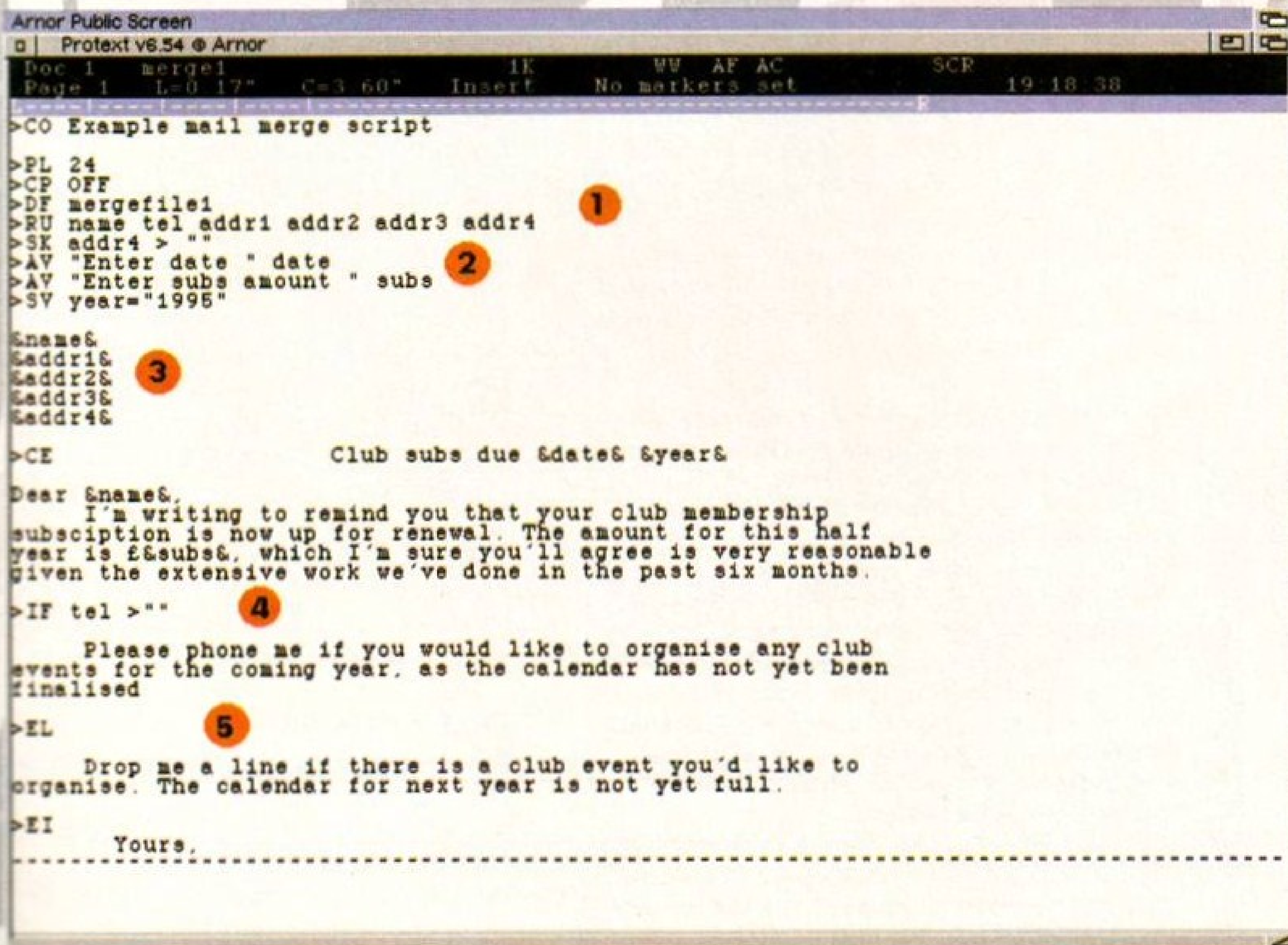
In large reports, it is often necessary to move entire sections or subsections around the document, thus changing the order in which they appear. *Final Writer* won't re-format the outline once it has been created, the only option being to load up a pre-outline version of the text, make the changes, then outline it again. Roman numerals, one of the two standard numbering systems, are not supported, though numbering in the formats 1.a.1 and A.1.a are.

Protext, on the other hand, supports both styles of numbering and has auto-incrementing variables which automatically change when moved above or below another section number. Setting up an outline is therefore a case of indenting the paragraphs and subsections as you see fit, and placing the variables in the section heading.

Continued overleaf ➡

TOP TIPS

Use fields in your database as flags when selective mail-merging. It is easier to check a flag value concerning, for example, the country of residence, rather than trying to decode the last line of the address and work it out that way. For example, Bath could have England, Great Britain or UK.



PROTEXT

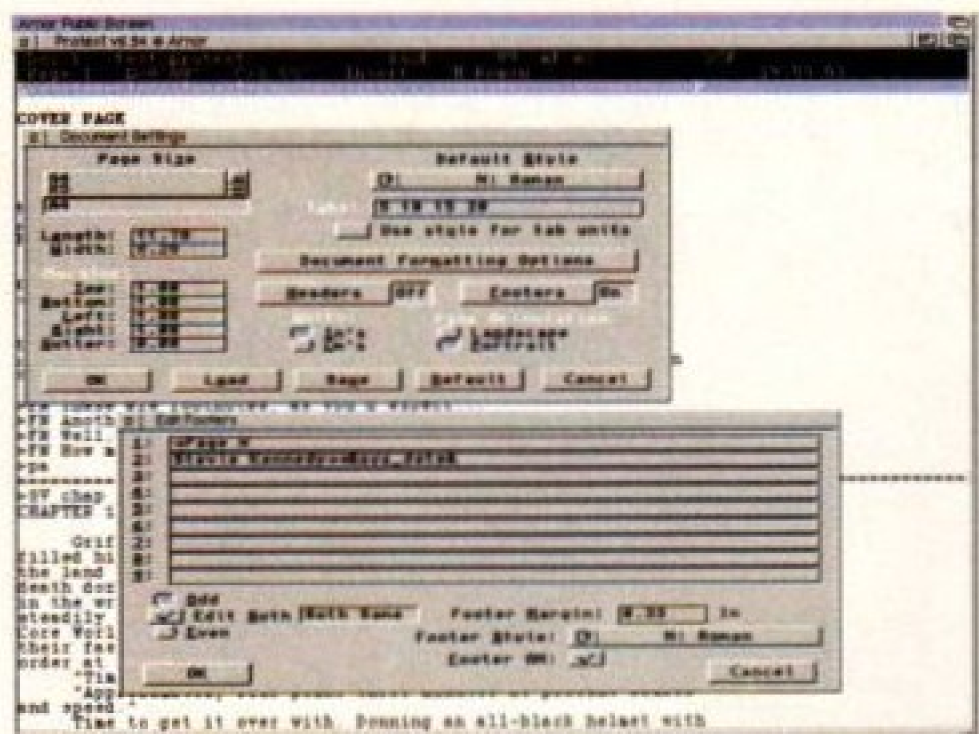
1 **These two lines tell *Protext* the name of the file containing the merge data, which is from a club membership database, and then instruct the program to read the fields for name, address and telephone number.**

2 **When the print merge begins, these lines ensure that printing is paused while the program asks the user to input the current date. This could have been set using the Sys_Date variable when using a battery-backed clock.**

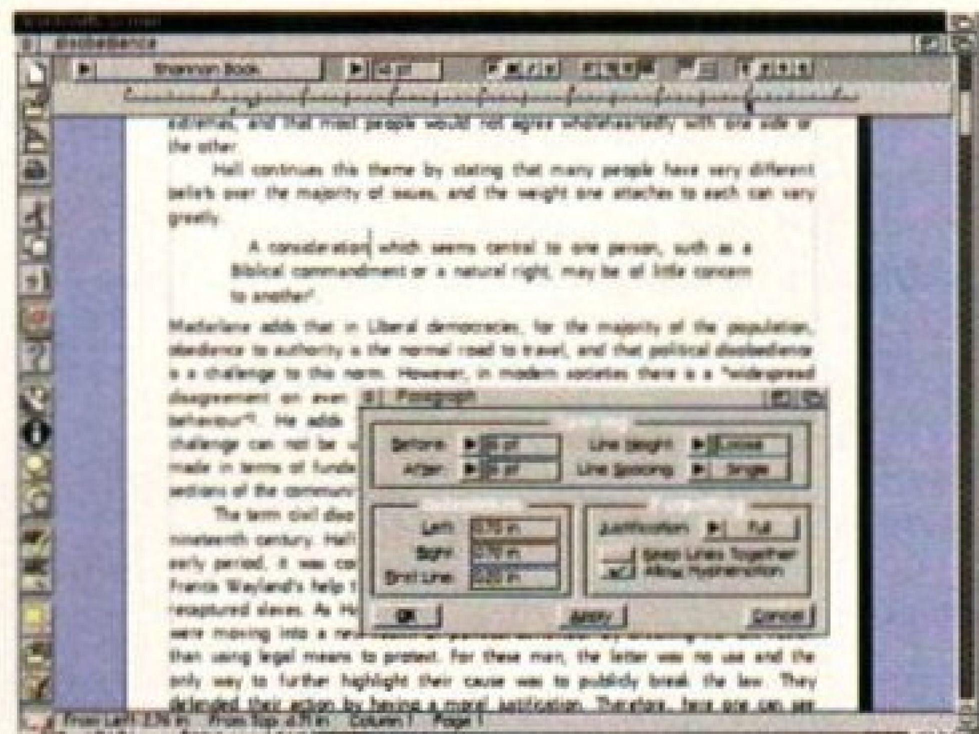
3 **This format tells *Protext* to print the name and address on each letter, reading them off the mergefile as it goes.**

4 **The If statement is a powerful conditional mail merging tool which, in this case, checks that the member in question has a phone number, in which case the paragraph referring to a phone call is printed.**

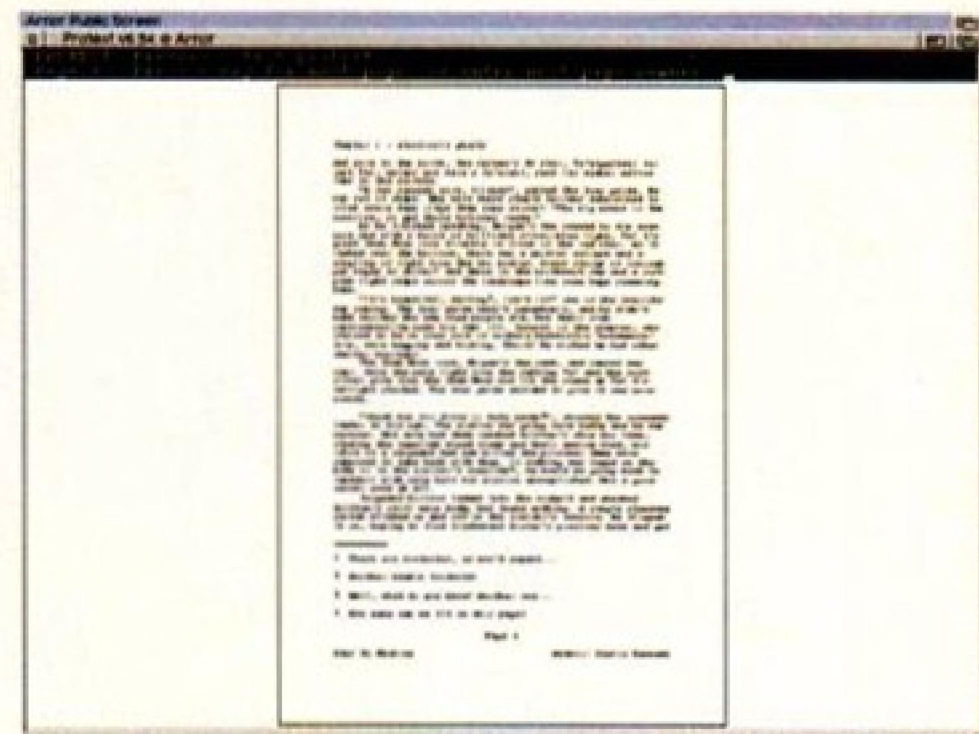
5 **The El (else) line only comes into play if the current member has no entry in his or her telephone field, and prints a request that the member write with suggestions rather than phone.**



Document set-up in *Protext* gives control of the excellent footer and header options. This one has a centred line for the page number and another containing the author's name and Sys_Time variable.



In academic texts such as this, it is important to separate the indented quotes from the main body of the document, which is where *Wordworth*'s inter-paragraph spacing comes into its own.



Print preview in *Protext* shows how the document will appear on paper, including headers, footnotes, and footer information. Note the way the footnotes make room for themselves and the multi-line footer.

This is not nearly as easy as using *Final Writer*'s automatic indexing, and would look like this:

```
**TOP OF DOCUMENT**
>DP 0 {one decimal place for numeric variables}
>SV a = 1 {sets the main chapter to 1}
>SV b. = 1 {sets subsection to 1 initially}

**START OF CHAPTER**
&a.&. Chapter title
^9^&a&.&b.& Subsection title {^9^ is Ascii code for a tab mark}
```

A variable which has a full stop after it automatically increments each time it is used, and, if placed in another part of the document, it takes on its new number. *Protext*'s approach is a little tricky to use at first, but a template can be set up for report documents and the &a&.&b.& strings set to macro keys so that you need only define them once.

In common with conditional mail merging, auto-incrementing variables aren't something you'd use every day, but for writers who use report outlining, the facility is one which alone makes *Protext* worth buying. If simple report outlines are more your style, though, *Final Writer* is a good bet for fast, efficient generation.

Another feature of essays, reports and theses is the indented quote. This is usually an entire paragraph from another document which has indents on the left and right, and sometimes a text style different from the main body text. It's common that the author wants to place a footnote at the bottom of the page so that the quote can be fully attributed immediately. *Protext* is the most difficult of the packages to use in this respect, because the user is forced to place a new ruler before the indented quote, then apply a style for the text, and finally paste the default ruler back in. Both *Wordworth* and *Final Writer* go about things with a great deal more ease.

The *Final Writer* user, for example, can define a style for the quote complete with different typography such as leading and font size, but has to resort to a separate paragraph formatting requester to set up indents, justification, line spacing, and hyphenation. *Wordworth* uses a very similar approach (without the style tag option), but has one important advantage over *Final Writer* – inter-paragraph spacing can be set in *Wordworth* using any user-defined point size to add an exact amount of spacing between the quote and the rest of the document. Because this applies only to the quote, inter-paragraph spacing helps to mark it out as separate from the document, allowing for different spacing before and after for a section that really stands out.

TOP TIPS

If you lack proper outlining features, you may find it useful to start off with just a list of subject headings. Then they can be all styled the same way, and you can simply insert the text in between them. A copy of this list of subjects can also be styled differently to act as the contents for your finished document.

Protext also allows for such spacing, but only in terms of line spacing, though the package's excellent footnote facility is a boon when using indented quotes. I still prefer *Locoscript*'s use of different layouts which can be applied at any time, but then you can't have everything in life, can you?

CONCLUSION

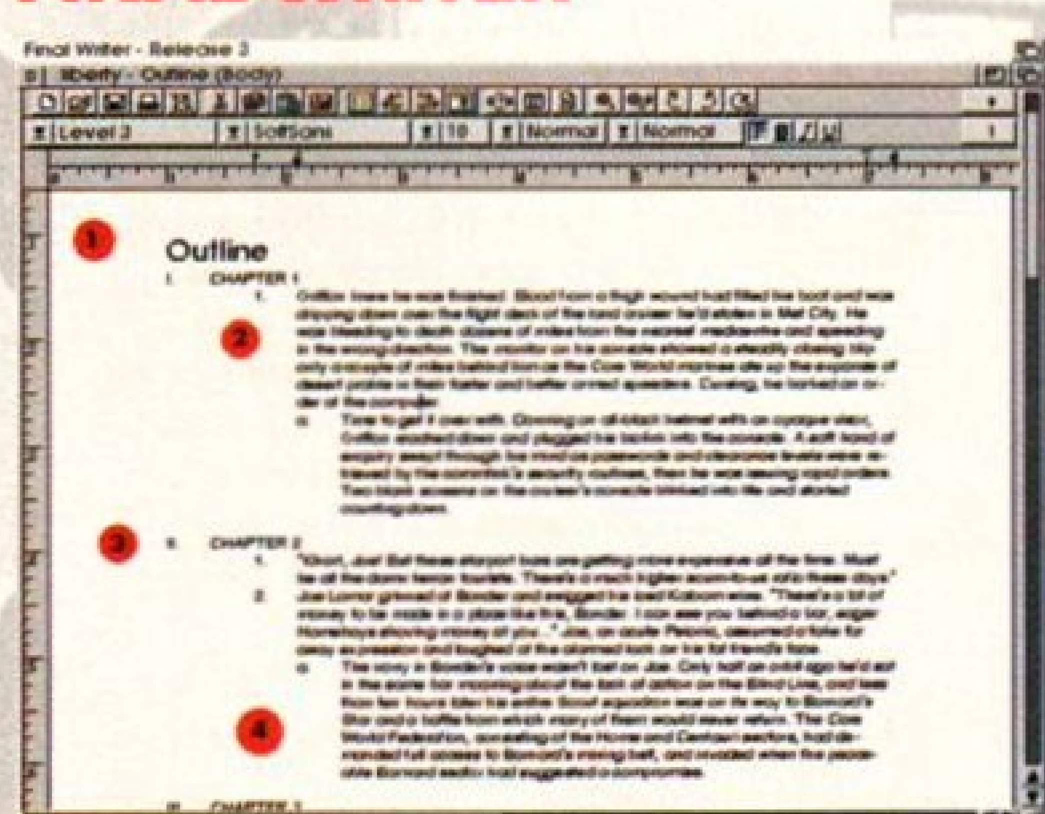
Now, you're probably expecting me to recommend one of these packages. Well, I'm not going to because all three have their particular strengths.

I'd go for *Wordworth* as a general purpose power house, *Final Writer* for jobs which require good indexing or headers and footers without the hassle, and *Protext* for any seriously heavy requirements. Though the oldest of the three and still demanding a much steeper learning curve than its WYSIWYG competitors, *Protext 6.54* has many hidden talents, and its more keyboard driven approach would result in a much higher operating speed once the user had become expert with the program.

Final Writer's *ARexx* port and 220-odd commands remain an under-used feature which the *ARexx*-conversant user could put to good use. However, apart from index generation, outlining, and the ability to closely control the style of footers, headers, and endnotes, the program still lags behind *Wordworth* in several areas.

Despite its major speed overhaul for version 3.1, *Wordworth* still seems slower for graphics, but it is more flexible for importing and exporting text and graphics, has better typography controls, and includes its own table generator which helps greatly in creating reports. As a WYSIWYG package, *Wordworth*'s variable zoom feature, scoffed at by some, is also a godsend as far as I'm concerned.

FINAL WRITER



1 **Document titles are included in an outline on request, but the program defaults to Outline if none is specified. Notice that the use of *Final Writer*'s style tags can make all the difference to the presentation of a document.**

2 **Topic names are printed and numbered without extra indentation so that they read down the page in a logical fashion. Too many indents would mean the final layer of a sub-topic being left with only a couple of inches of print room.**

3 **Indents are fully configurable, but the default has been calculated to give a good general effect, and it works well. This makes it an even quicker job to set up outlines.**

4 **Sub-topics are either given a lower case letter or a standard numeral. Roman numerals, for paragraph numbering in many types of document, are not supported.**

WORDWORTH 3.1

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Price:	**£69**

PROTEXT 6.54

Distributor:	**Arnor 01733 68909**
Price:	**£74.95**

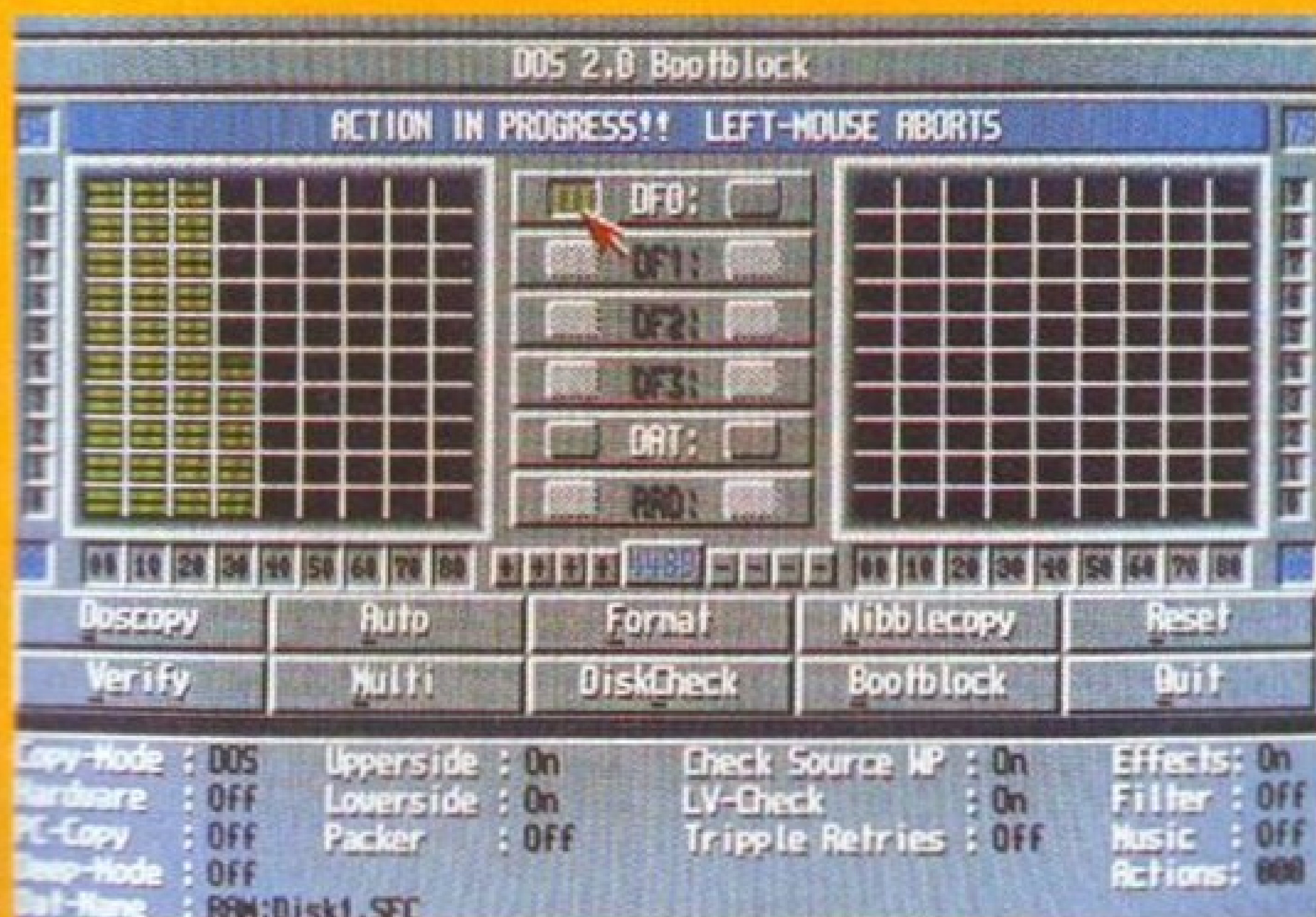
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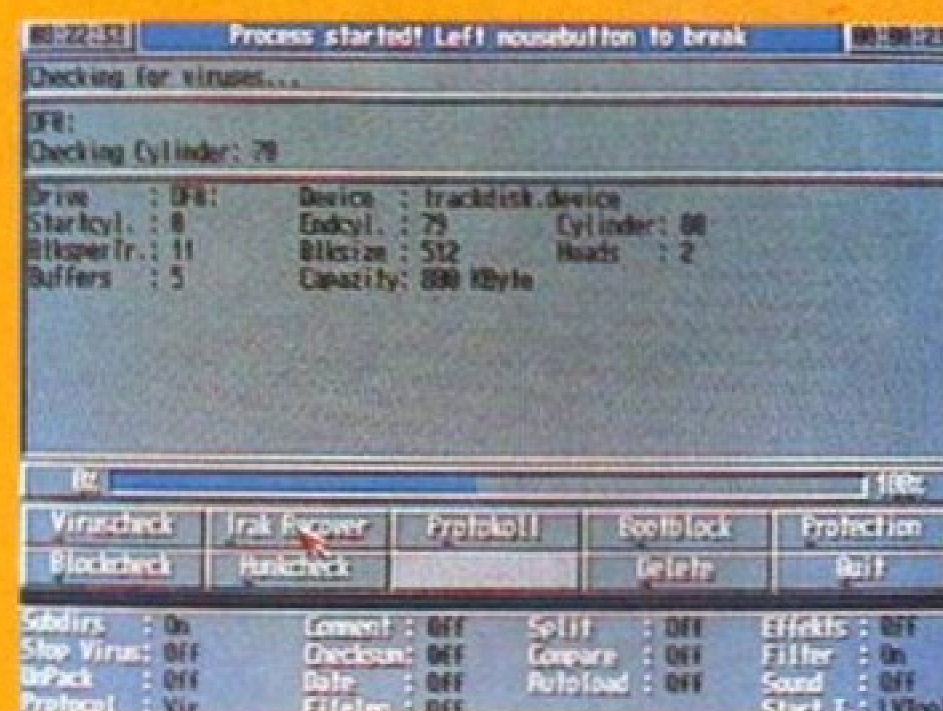
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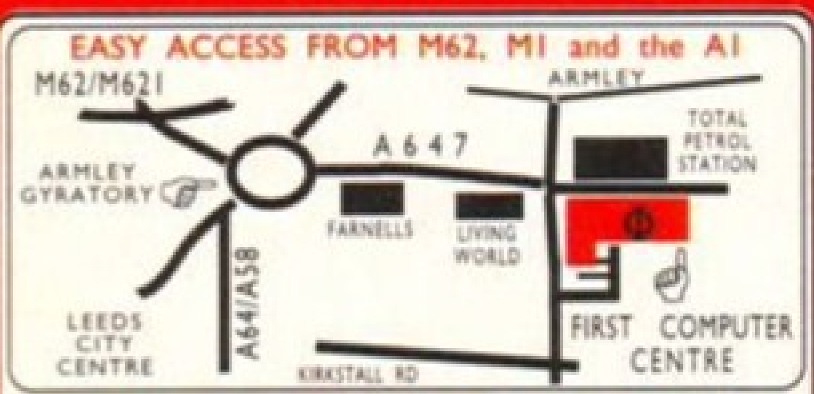
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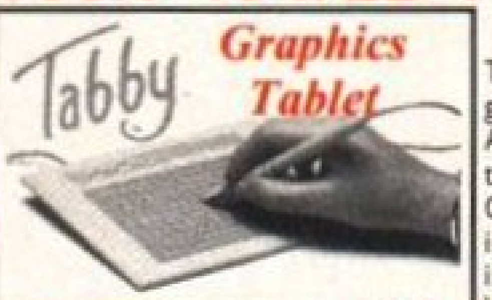
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Independent coders are once again producing budget games for the Amiga, but are they any good and is it the right way forward? Steve McGill finds out.

Just because they're cheap...

When you've been flicking through the Market Place and other ads in *Amiga Format*, you've probably noticed that many budget games by independent coders are being advertised. These games are not PD – just exceptionally cheap. But are they worth it and is the re-emergence of the 'bedroom' programmer a good thing for the future of Amiga games?

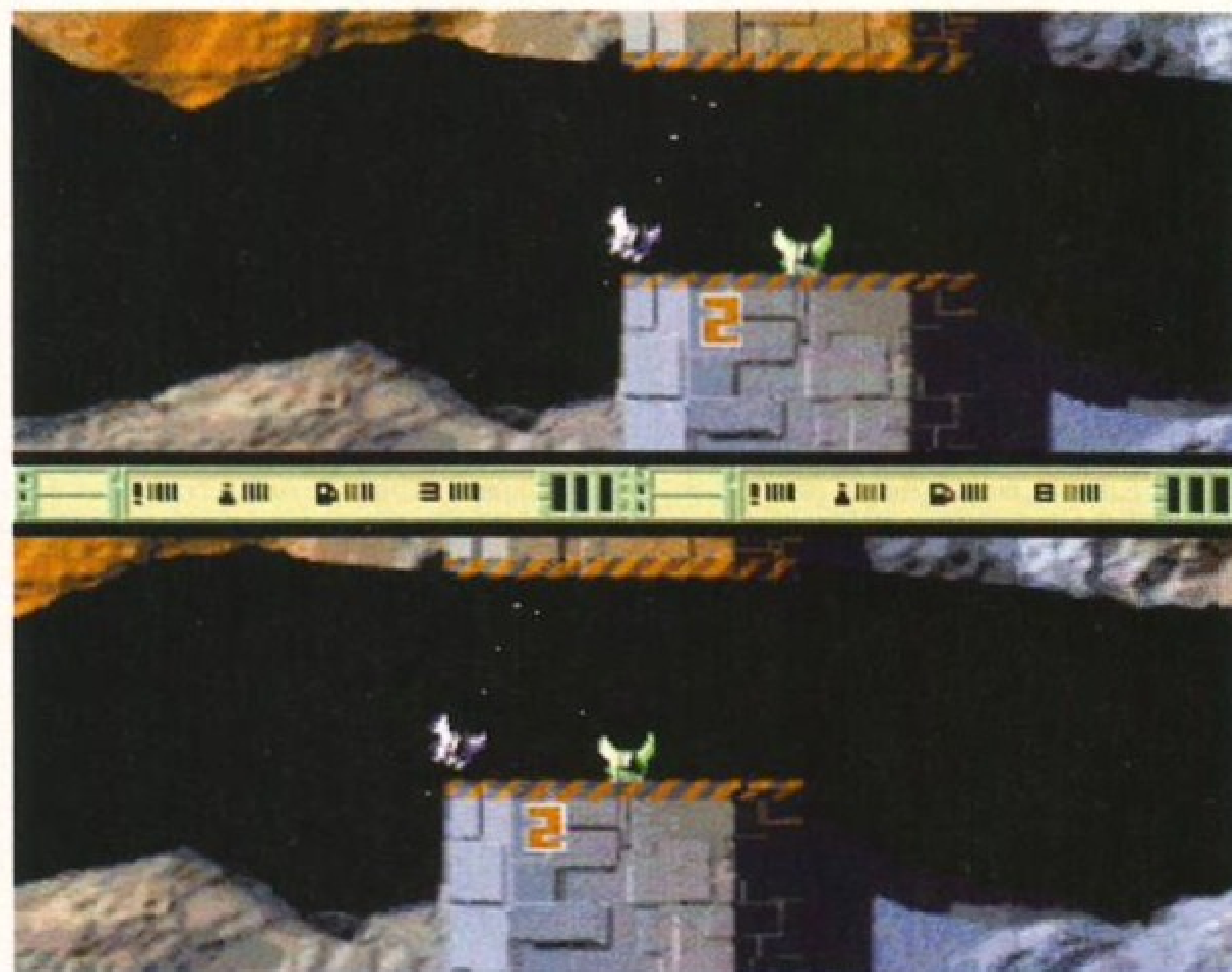
The overheads involved in producing a full commercial game are daunting: programmers, designers, graphic artists and musicians have to be found. Marketing, advertising, publicising, packaging, distribution, wages, retail margins and shipping costs have to be met. And while all that's going on, journalists have to be wooed and enlightened about the philosophy and ethos of the game.

A daunting undertaking made all the more uncertain by the lack of any guarantee of a financial return. No surprise then that such a smorgasboard of overheads, organisation and cash considerations can be restricting, offputting and nigh on debilitating to someone with the ability, but not the means, to put together a good game.





MARTIAL SPIRIT: **Not the best beat-em-up to appear for the Amiga, but it still manages to have 10 times the gameplay of *Rise Of The Robots*.**



ROCKETZ: **While there's plenty of room for improvement both in terms of gameplay and features, *Rocketz* should bring in enough money for The Farm so that they can put more time into a sequel.**

But the roots and future of the Amiga lay and lies in the hands of the enthusiasts. According to Richard Holmes of Black Legend: "There are many talented Amiga fanatics out there who never get the chance for their work to be published."

Just why this is so is debatable. But beyond debate is the heartwarming reality that individuals can, and do, write their own games and sell them at a fraction of the price of commercial releases. In some instances, such as *Gravity Force 2* (reviewed in PD Select, page 75, this month), nothing in the commercial sector comes close in terms of playability and out-and-out fun.

It took 18 months of work before *GF2* was deemed fit for release into the Public Domain. The programmers didn't have to succumb to the creative restraints of anxious publishers and deadlines. And that, more than anything else contributes to the game's beauty.

Sometimes all that's needed to turn a home-grown game into a chart-bound winner is recognition. Perhaps that's why many programmers choose to go down the route of self-publishing. Good luck to one and all. *Format* salutes your tenacity, determination and conviction.

CAR WARS
Orbital Software,
137 Coombe Lane West,
Kingston, Surrey KT2 7HF
Two disks, £4.95

Influenced heavily by the 8-bit game *Trans Am*, *Car Wars* wins the prize for unfinished business. The scenario appears to be a kind of post-apocalyptic desert, dotted around which are the various trappings of some sinister organisation or other.

The good guy drives a desert buggy resembling a cross between a door wedge and a telephone. It fires three different weapon types and can reach a





GRAVITY FORCE 2: Quite simply one of the best games published. Ever.

> ■ **There are many talented Amiga fanatics out there who never get the chance for their work to be published.**
>
> **Richard Holmes, Black Legend**

fair old speed if escape is required. Unfortunately, *Car Wars* is too difficult. Consequently, disillusionment sets in rapidly and even at £4.95, it doesn't represent good value for money.
Verdict: Watch this space.

ROCKETZ
by The Farm,
Exclusive PD,
7 Beresford Close,
Waterlooville, Hants, PO7 5UN
Two disks, £10 (A1200 only)
Originally doing the rounds as a Public Domain release, *Rocketz* is a tidy little number that should gain converts and hopefully be improved upon in later incarnations. It's a *Thrust* and *Oids* derivative, that could easily be confused with *Gravity Force 2*.

The basic premise is sound – fly a spacecraft around caverns and levels and try to kill your opponent. Goodies include, different models of spaceship, a handy one-player battle mode, different weapon types, snazzy AGA graphics, and air ducts that blow you off course. Downers, when compared to *Gravity Force 2*, are the limited number of levels – eight in all. *GF2* has over 60.

Considering *GF2* is PD and *Rocketz* costs a tenner, The Farm could have done better. Despite that, it's enjoyable, playable and should inspire anyone thinking about trying to sell a game.
Verdict: A top game, somewhat overshadowed by *Gravity Force 2*.

MARTIAL SPIRIT
by Steven Buddle,
Black Paladins, Hillcrest, Veryan,
Truro, Cornwall TR2 5QA
One disk, £6
Advertised in the hallowed pages of *Format*, *Martial Spirit* boasts seven playable characters and two bosses. Each character has two special moves which are reasonably easy to pull off.

It's a one-player or two-player game and there's a choice of three speed ratings. Our verdict on this game is mixed. It looks OK, feels OK, plays OK. But there's nothing outstanding about it.

Due to the number of beat-em-ups that now reside in the limbo of budget land, *Martial Spirit*'s not going to set the world on fire. That said, Steven's got the right idea, and who knows, if the game becomes popular, the mainstream software houses may just sit up and take notice.
Verdict: Not slick, not polished, but just gritty enough to put it on the better side of average.

And finally...
There's simply no denying the fact that the Amiga, more than any other home computer platform, has a cornucopia of talented, able and motivated enthusiasts, dedicated to the longevity and potential of the machine.

It's inspiring to others and that, above all, will ensure the life of the Amiga well into the next century.



CAR WARS: One of the dangers of publishing a game for yourself is that of being too involved with the end product. *Car Wars* could have benefited from third-party playtesting.

Action on the pitch...

JOINING...

Your appointment as Player Manager brings gasps in the national press. Will you be able to handle the pressure cooker atmosphere of the manager's office and still do your duty for England?



INTERNATIONAL STAR IN SHOCK MOVE!

by HARRY SADDLER

John Smith was today appointed the new Player Manager of struggling third division club Lowly Town.

It is an astonishing move for the player, who is only twenty-eight and is still an international star.

NEW BOSS

Town's new boss told a packed press conference that he was looking forward to management but stressed that his playing days were far from over.

He explained "Lowly Town is a sleeping giant and I aim to bring back the glory days."

SKILL

Many pundits remain sceptical. One former star commented "he hasn't the skill nor the ability to do both jobs."

Smith remains confident and is out to prove his critics wrong. Only time will tell.

PLAYING...

Player Manager 2 is the only management game which gives you the chance to play on the field. As an international star you're already a proven matchwinner who can influence and inspire those around you. Play in your favourite position or control the player nearest the ball, but remember ultimately it is the right managerial decisions that get results.

Nearing 30, the legs won't carry you forever. The road to the top is hard and you will have to give way to younger players eventually and watch them from the dugout. One thing is for sure, you'll never be too far from the action.

COACHING...

Coaching and training are an integral part of Player Manager 2. Training realistically affects your players' performances. Skills such as shooting, tackling and close control can improve drastically with the right training, but will deteriorate just as quickly with neglect. By varying your training patterns, bringing in specialist coaches, initiating new tactics you can change the way your team play.



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SIGNING...

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DEALING...

A shrewd manager knows how to wheel and deal and make a killing in the transfer market. Player Manager 2 has a lively, ever changing transfer market, you can buy domestically or like Ferguson, Dalglish and Keegan before you enter the European transfer market and bolster your squad with foreign talent.

WINNING IDEAS.

Player manager 2 is a comprehensive management simulator which tests your management skill where it counts - ON THE PITCH

Player Manager 2 is due for release on AMIGA in APRIL and PC CD ROM in MAY

Action off it!

PLAYER Manager 2

A fractal vision of Mars

Arthur C Clarke's masterplan for the colonisation of mars – completed with a little help from his Amiga.

Surely every reader of *Amiga Format* must have heard of Arthur C Clarke. His contribution to science and literature is immeasurable, he is both an artist and a progressive thinker; penning the science fiction classic *2001: A Space Odyssey* and also proposing the use of geostationary satellites for communications.

Although a prodigious writer of science fiction, his latest work is based entirely on fact. It was a combination of ideas inspired by Hawaii, the data processed by the Jet Propulsion Laboratory and a look at the amazing *Vista Pro* fractal landscape generation software that gave Arthur the inspiration for his latest work: *The Snows Of Olympus.*

Arthur has been an Amiga fan for years, and one of the programs that really leapt out at him was Virtual Laboratories' *Vista Pro*. Long term readers of *Amiga Format* will surely remember the software, because the full version has featured on the Coverdisk of *Amiga Format.*

The Vista software started off life as a fractal landscape generator, creating random terrain and using advanced shading techniques to build up a 3D picture of the landscape adding grass, snow, water and so on to create very realistic scenes of almost photographic quality. The software was further refined so that the user could be more specific about what altitude the tree-line was, add fractal clouds, adjust the water levels and, in general, have more control over the landscape environment.

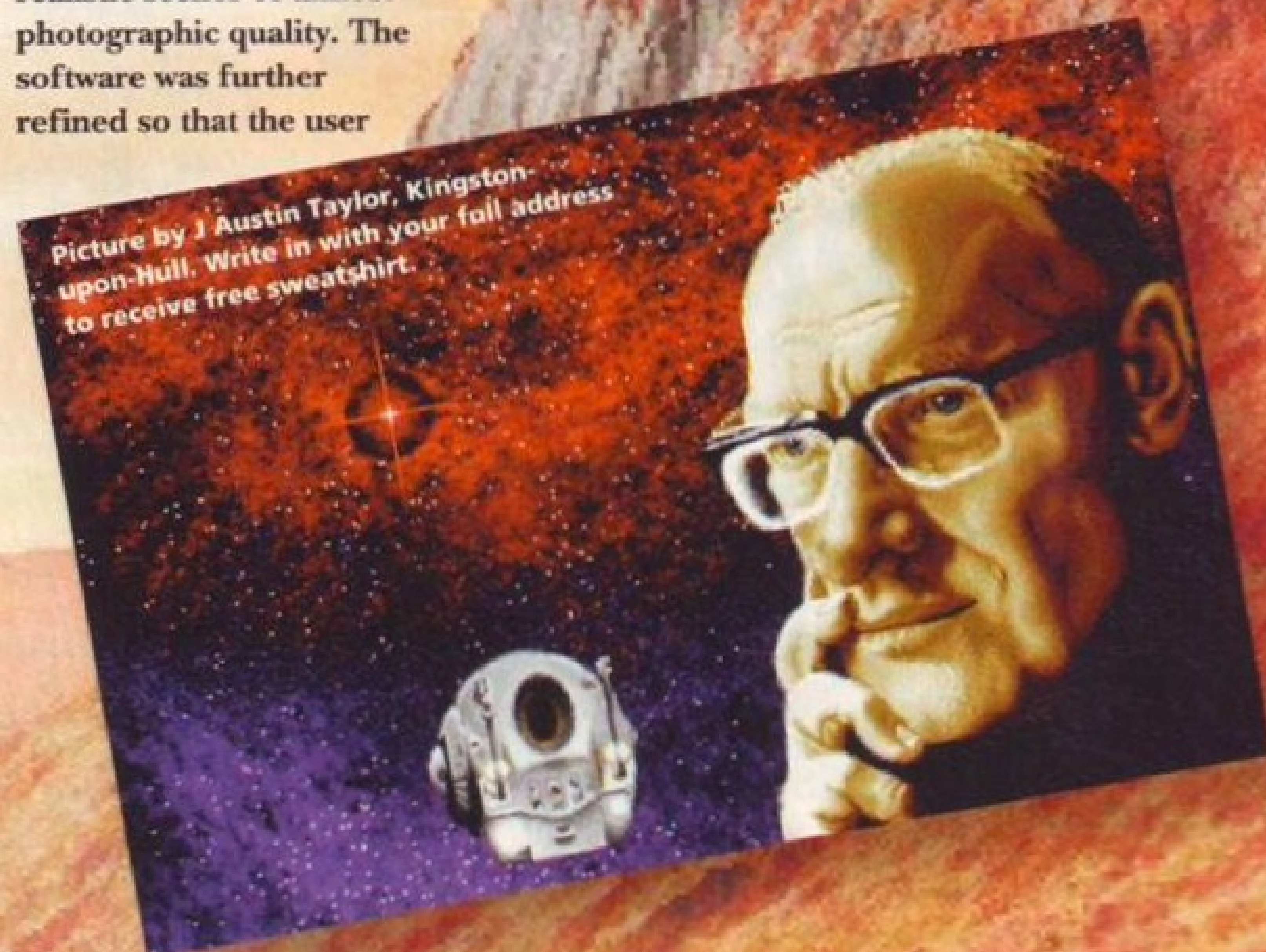
Virtual Laboratories then took the software a bit further and instead of just generating random landscapes, *Vista* was given the ability to generate landscapes based on real geographical data.

The data was taken from American scientific surveys, so now users could generate realistic looking images of real locations. Soon, geographical data from NASA meant that whole new worlds could be rendered with quite incredible accuracy using *Vista Pro.*

Back in 1970, Arthur C Clarke had taken a helicopter ride, his first, over Kilauea, Hawaii's huge, active volcano. This left a great impression on him, one he was to remember when he first learnt of the existence of Olympus Mons a year later.

A great deal of time later, when he saw *Vista Pro* on his Amiga, an idea formed in his head, an idea for a book about the terraforming of Mars. With the *Vista Pro* software he could easily create snapshots of what a Martian landscape would look like, were it to be covered with grasses, and watered with atmospheric rain.

Not only that, but by tweaking the customisable values in *Vista*, he could also create all the stages in between, from the very first signs of vegetation – probably something simple like algae – to the huge forests which could some day exist on our nearest neighbour planet.


Picture by J Austin Taylor, Kingston-upon-Hull. Write in with your full address to receive free sweatshirt.

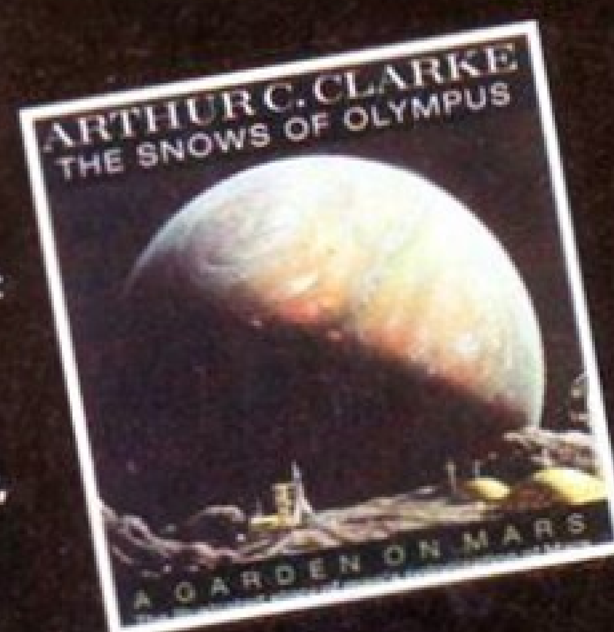
The Snows Of Olympus
£18.99 (ISBN 0 575 05652 5)
Published by Victor Gollancz, Viiliers House, 41/47 Strand, London WC2N 5JE.

So, using the data we already know about Mars, its surface and its atmospheric content, it was possible to create a scientifically-based blueprint of what the planet could look like, should terraforming take place.

Although the later stages of rendering the images were done on a much faster computer system, the initial groundwork was all done on the Amiga. Computers are a tool which can be used to expand your ability, and this is just as true of the Amiga, if not more so, as of other machines. 

WIN! You might be a bit too lazy to plot the terraforming of the universe on your own copy of *Vista Pro*, but you now have the opportunity to get your hands on Arthur C Clarke's version of what might happen.

His book, *The Snows Of Olympus*, would normally cost you £18.99, but you can have one delivered to your door for the price of a stamp if you correctly answer the following questions and get pulled out of the magic cardboard box. We have 15 copies to give away, so just answer the following:



1. What year did the Viking landers arrive on Mars?
2. Who directed the film version of Arthur C Clarke's *2001: A space Odyssey*?
3. What is the most abundant, atmospheric gas on Mars?
4. What are the names of the two moons of Mars?
5. How long is a Martian year?
6. Who claimed to have discovered canals on Mars?
7. How tall is Olympus Mons?

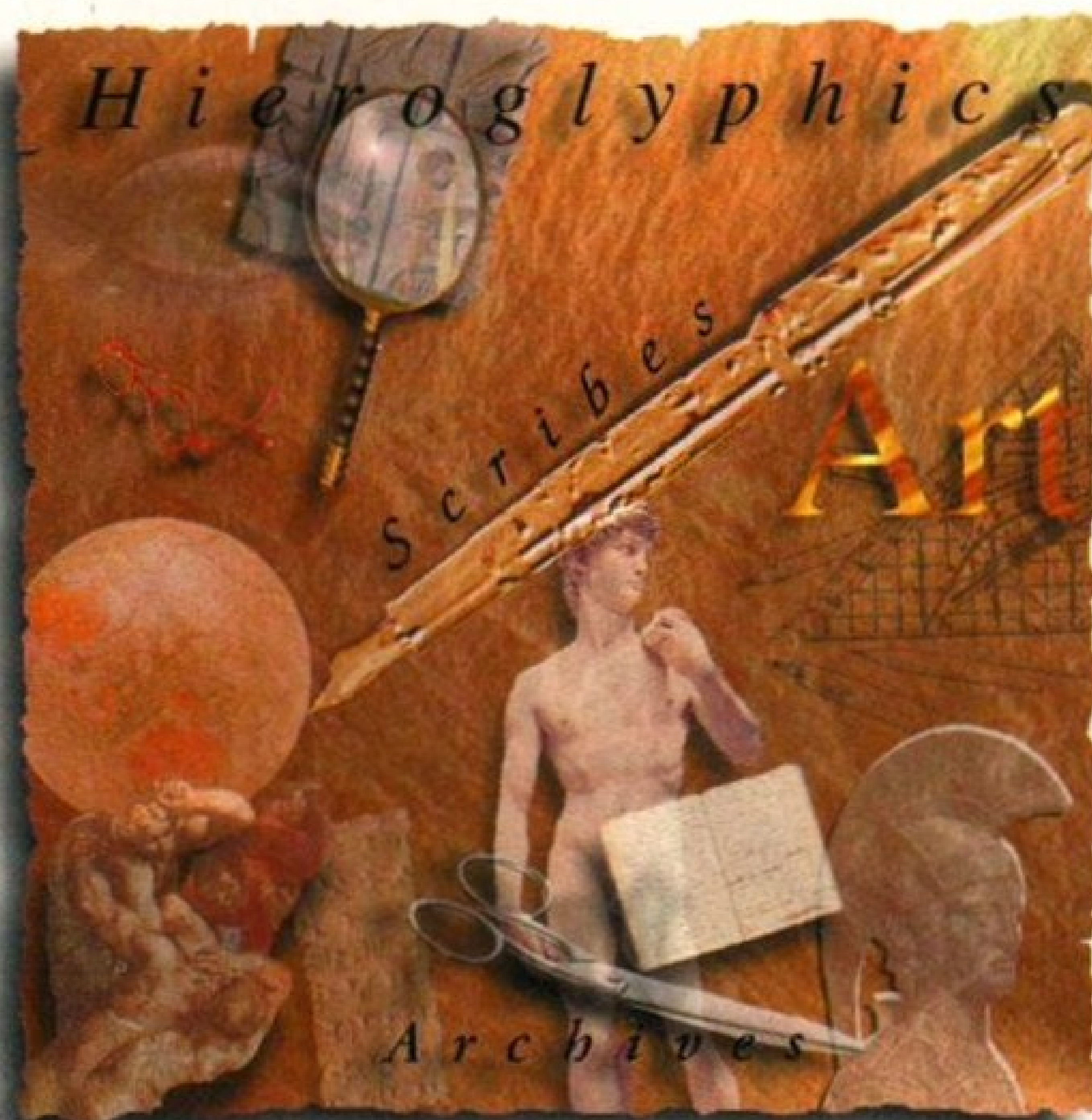
Put your answers on the usual postcard and send it to :
The Snows Of Olympus, Amiga Format, 30 Monmouth Street, Bath, BA1 2BW

Rules:

- Closing date for all entries is May 1, 1995
- Employees of Future Publishing shouldn't bother entering, neither should Arthur C Clarke, or any martians
- No correspondance will be entered into

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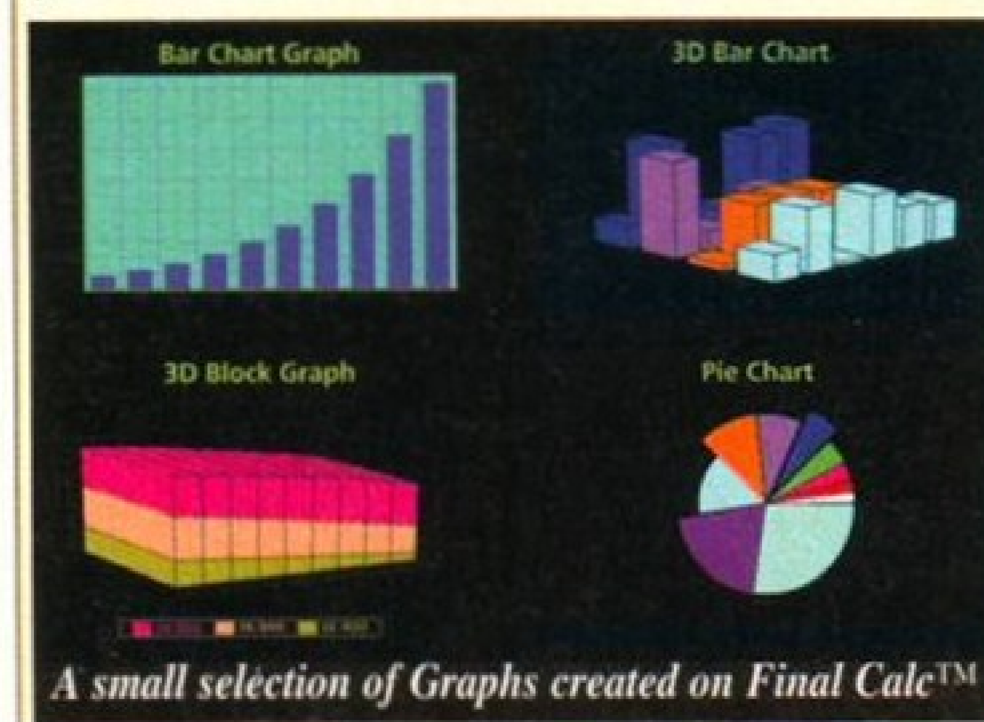
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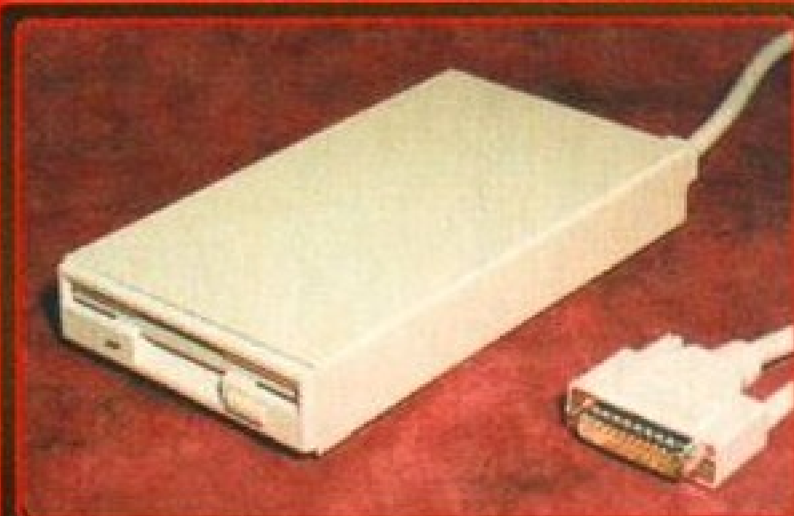
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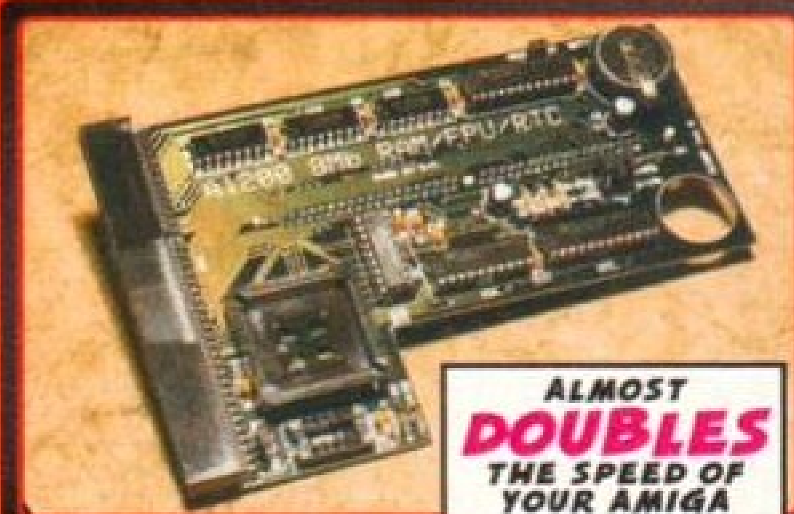


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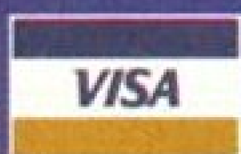
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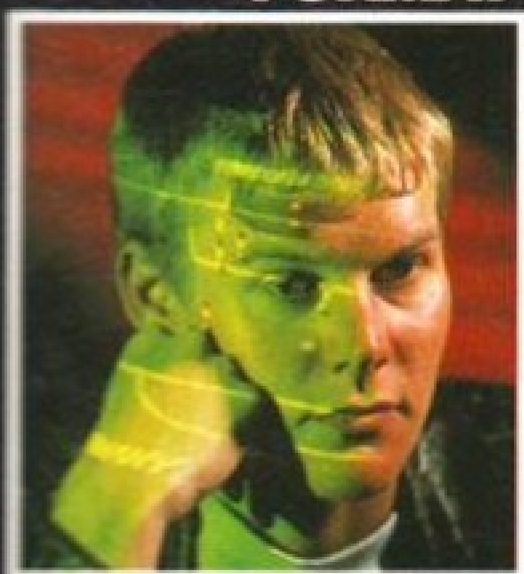
Team 17's new *All Terrain Racing* is lovely to look at, but does it cut the mustard? ....page 44





ALIEN BREED 3D: The first-person perspective *Doom*-style shoot-em-up from Team 17 previewed. p39

AMIGA FORMAT CHART ATTACK



The charts are ridiculous. Games released months ago are hitting the upper reaches of the full-price top 20. Why? Because you can pick up a full price game for £4.99 from certain retailers. Like US Gold's patchy *Winter Olympics* which was first released 18 months ago. A retail giant buys up copies cheaply and on the shelves they go. Bargain, eh? Why was *Premier Manager 2* in the top five for ages? Because you could buy it for £8 instead of £26.

What affect will this have on the budget market? Why should Kixx, The Hit Squad, et al, bother with repackaging games, knocking off a tenner and upwards when you can nip out and buy *Kick Off 3*, a relatively 'young' game for £5? And why should you pay £17 for a re-released copy of *B-17*, when you can get *Micro Machines* in Future Zone for £10? You'll notice though that in the stores, the real budget games sell at their recommended retail prices.

If this practice continues, our choice of Amiga games will diminish. Budget labels won't bother to re-release – the cost will be prohibitive, and High Street retailers will go out of business. Can they afford to pay huge rents and sell games for a fiver?

STEPHEN BRADLEY

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème of games. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly-prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a certain game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to have significant flaws.

50-59%
Below average games like this are unlikely to impress your mates or your wallet. Try to avoid if you can.

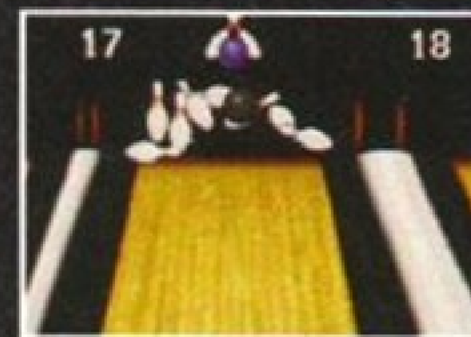
40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay. They're an embarrassment.

Less than 40%
The absolute pits, the lowest of the low. Don't even consider borrowing 'em.

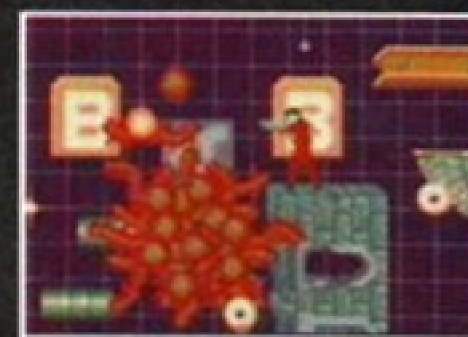
THE RETURN OF PREVIEWS

WHAT'S IN STORE? p39

After a brief holiday from the mag the preview section is back with a vengeance. Three pages of the up-and-coming Amiga game releases.



KING PIN: It's ten-pin bowling! Hmmm...



AKIRA: Three game genres in one.

REVIEWS

Flight of fantasy?

No... with a Blizzard or Cyberstorm Accelerator, your Amiga will fly!

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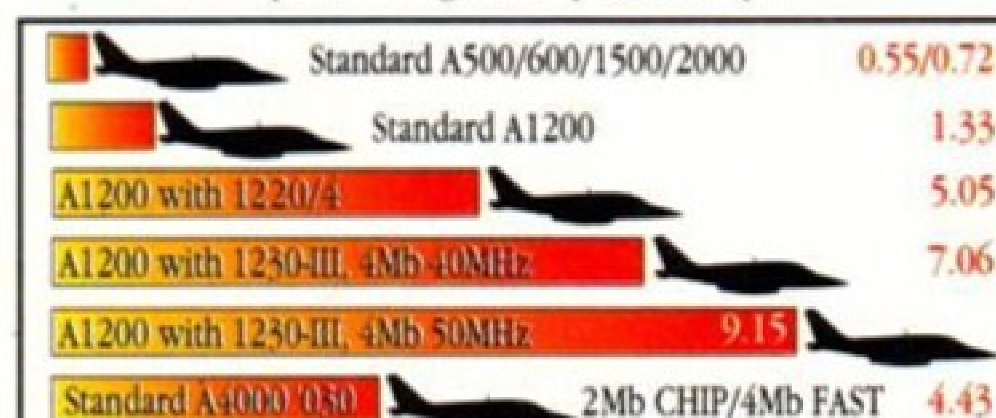


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A *Doom*-style alien-blaster, an RPG about bald people and more *Elite*-ish escapades are among the delights approaching your Amiga. Steve Bradley says 'welcome.'

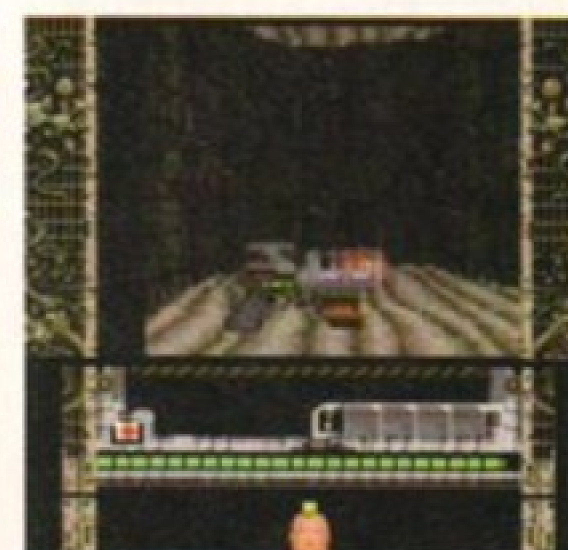
Previews


The St John Ambulance crop up everywhere. FA Cup Finals, local regattas and even in *Doom*-style 3D alien-bashing romps.


They're green and mean. What I mean is that they're green meanies.



ALIEN BREED 3D: the ultimate in the successful *Breed* series. To find out how good it is, prepare yourself for our exclusive playable demo next month. We promise you it will be sensational.


Team 17 are undecided as to whether the chap with the blond mohican will appear in the game.


This game has real-time inverse kinematic objects. Called aliens.

ALIEN BREED 3D

Team 17
01924 291867

Inhale oxygen, hold breath no longer. Assemble an unfeasible amount of street bunting, swallow a packet of Victory V's and rejoice. *Doom* it isn't. *Alien Breed 3D*, it shall shortly be.

It was the game that Team 17 thought impossible until supremo Martyn Brown, while surfing the Net (as one does/should), happened upon a message from a maths student. Martyn met Anonymous Of York University, Anonymous convincing him that indeed, the Amiga could happily handle a pacy, 3D *Doom*-style game.

Team 17 had originally thought of doing a version for the PC but once *Doom* hit the shelves they decided against it, so when the chance came, they were more than delighted to develop the project for the Amiga.

It's no fun...

Of course, the *Alien Breed* series has been around in various guises for years, one version staying in the charts for some nine months, but *Breed 3D* will be the ultimate in the collection. Instead of the top-down view of its predecessors, this is a first-person perspective affair. The game's world is all 3D and texture-mapped and complete with Gouraud-shaded graphics – in essence, fabulous looking and quite unlike anything yet seen on the Amiga. Unfortunately, only the owners of AGA machines and CD³²s will get the chance to play it. And their mates.

...being an illegal alien

Unlike *Death Mask*, Alternative's recent venture into 3D territory, *Alien Breed 3D* features full rotational character movement – no 45 degree-only manoeuvres here.

Team 17 kindly suggest on their press release that we: "look out for real time inverse-kinematic objects." Apparently, this means the aliens act individually yet as part of a whole. Or something. But that's not important right now, for *Breed* 3D is to feature a meaty head-to-head mode via a serial link, though, thankfully, you only need one copy of the game.

"So when is this corridor-wandering, shoot-em-to-kingdom-cum going to be in the shops so I can rush out and buy it?" you cry? "Hopefully within the next few weeks," we return. We've already played an early version and it is truly very impressive indeed.


Discovered in our library of Extremely Dull Screenshots, this has provided both team and public alike, hours of entertainment. Can you see the rabbit?

And we know you'll be interested, though more likely ecstatic to learn of *AF*'s exclusive playable *Alien Breed 3D* demo on next month's Coverdisk, and you'll surely want to read the definitive review too. The biggest Amiga game of '95? We await.

Continued overleaf ➡


BALDIES: Isn't that the colossus of the baldies, Telly Savalas? suggested the caption writer with alarming predictability. Or is it Paul Daniels?



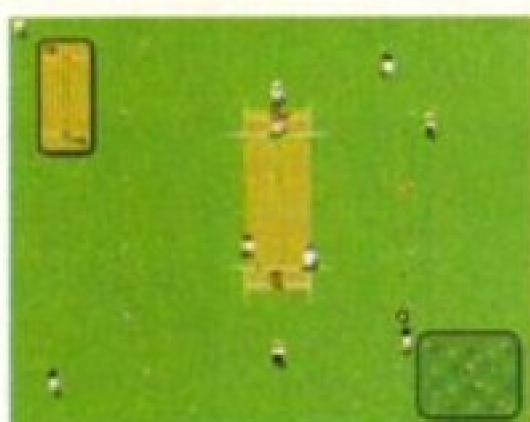
BRUTAL: PAWS OF FURY: Gametek may be arriving just a couple of months late with this cartoon beat-em-up after the great *Shadow Fighter*.



PUSSIES GALORE

Team 17
01924 291867

This game has been described as "immensely comical", by Team 17's Alan Bunker. *Pussies Galore* is a four-world, 50 frames per second scrolling platformer, due to make an appearance on A1200 and CD³² in April, and it's all about cats. If you choose to purchase the software upon release, you will be Boris and your task will involve kitten rescue, from the clutches of one Evil Eric.



FINAL OVER – ARCADE SPORTS CRICKET

Team 17
01924 291867

Willow, leather, floppy disk, CD. It's all here as Team 17 take on the might of *Graham Gooch's Cricket* in *Final Over*. It includes all the usual jiminy crickety options – county and national teams, shots galore and Team 17 claim there will be 'dashes of subtle humour'. Due in the next few weeks, AGA and CD³² only.

← MAKING GAMES

Gametek 01753 553445

Gametek are stepping up their Amiga profile with some gusto. *Bloodnet*, reviewed last month is one of the best adventure games in ages and in the next few months, no less than five titles are set for release on the Amiga and CD³², of which, *Frontier: First Encounters* is, no doubt, the most eagerly awaited.

To some it may seem an odd time to release a rash of titles while Commodore remains in apparent chaos, perhaps more surprisingly so because Gametek are hardly known as a prolific Amiga softie.

Most magazines fell over themselves to top each other's scores when *Elite II* was released and it sold in droves, though there were complaints that it was bugged to the skies. Yet we still receive umpteen requests for help as well as reams of tips every month. We don't print 'em though. *First Encounters*, Gametek claim, will be bigger and better (as you would expect) with enhanced graphics, finer craft and a full-on adventure plot. Let's hope so.


Don't compare *Baldies* with *Lemmings* and don't compare it with the *Hair Bear Bunch*.


Looks pretty on this PC screenshot, but will *Brutal* challenge the best of the beat-em-ups?

Bureau 13 is based, apparently, on a popular pen and paper role-playing game. Eee, the things they can do nowadays – they're turning it into a computer game, of all things. So what's the deal? Secret Government agents, no less, are investigating the paranormal, the supernatural and the Chingford Axe Murders. And some of these entities are, for the purpose of the game, extremely dangerous – you, yes YOU must annihilate them utilising the various attributes of the agents.

To add insult to injury, as they say, one renegade agent is hell-bent on destruction, so you must deal with him, and not spare any mercy while you're about it. *Bureau 13* – it's a point 'n' click graphic role-playing. Due in May.

Hair raising

Gametek are big on Bs at the moment. *Baldies* and *Brutal: Paws Of Fury* make up the threesome. *Baldies* first. The press release suggests that, "this is not to be compared to either *Lemmings* or *Settlers* otherwise some large Scottish people may be knocking on your door." Now of course, most games would love to be compared with those titles, and as we haven't played *Baldies*, we simply wouldn't dare build it up, for fear of large Scottish people.

Tribes of small people working through various themed worlds – domination is the name of the game, as Depeche Mode would have it. Sounds kind of nice – we'll see in July.

Brutal is a cartoon-style beat-em-up and features all the usual beat-em-uppy stuff – different characters, special moves and tournament options. To increase the mirth factor, heads will roll at obscure angles and bodies will move in a manner not usually associated with the human being – you know, the sort of things that used to happen in *Hong Kong Phooey*. The month of June will, doubtless, reveal all.

More immediately in pipeline terms is *Star Crusader*, a *Wing Commander*-esque 2D space strategy/adventure shoot-em-up, of which we should have a comprehensive review next month. Or the month after. The best news is that all the aforementioned titles will be available on both floppy disk and CD³². Of mercies, large and small, we shall indeed be thankful.

Continued overleaf ➡




FRONTIER: FIRST ENCOUNTERS: *Elite, Elite Plus, Frontier: Elite 2* and now the latest in David Braben's space trading series, *First Encounters*.

"Hesitation is the thief of time"*

The Amiga's first diary to work the way you do.

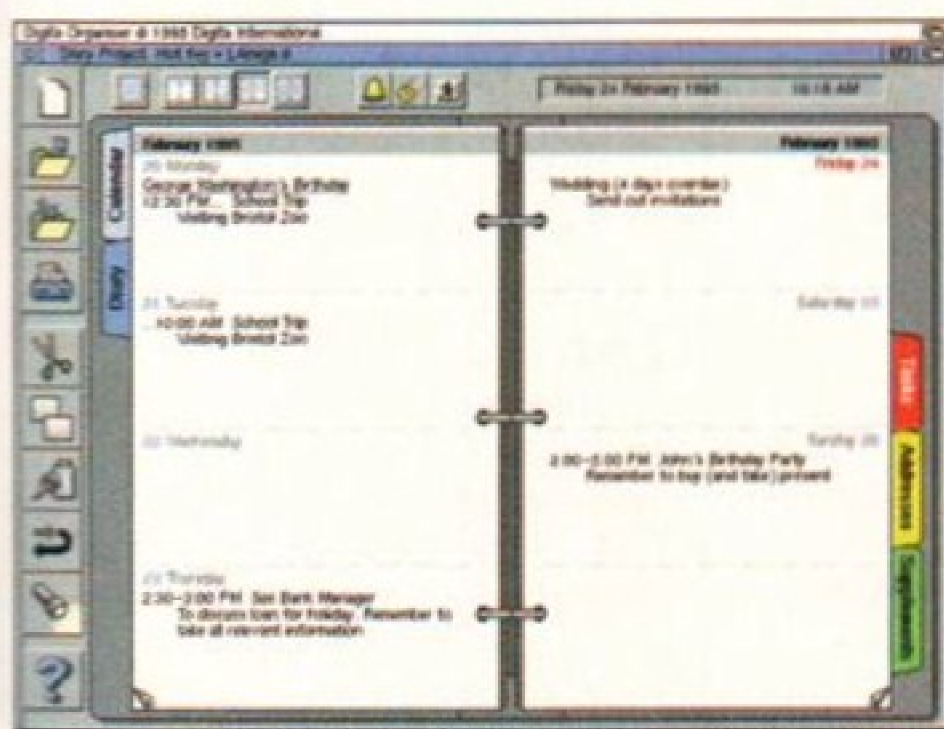
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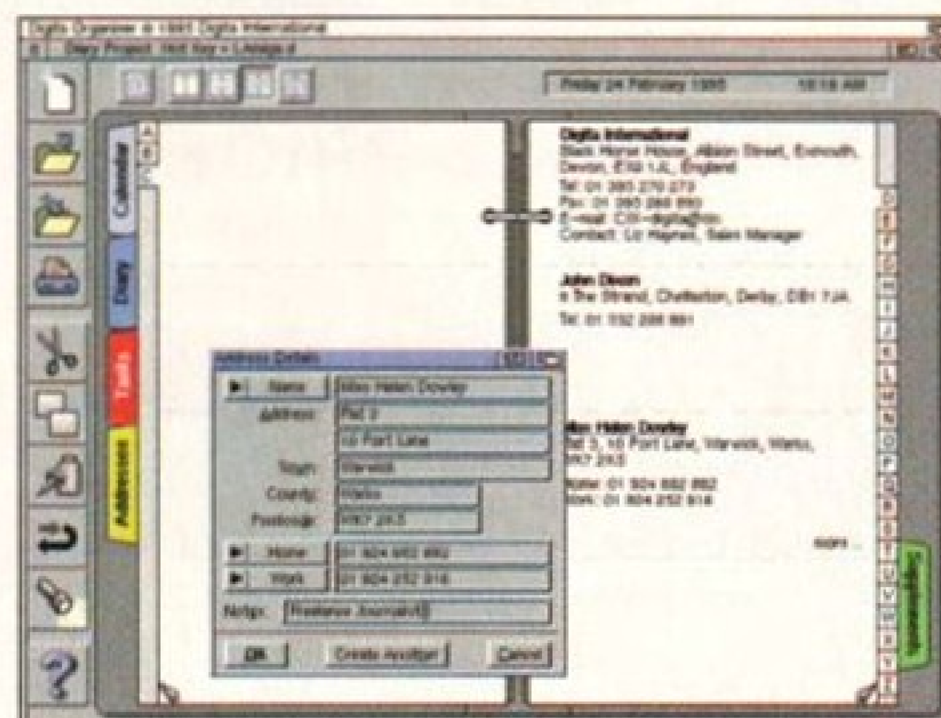
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WIN £200 IN OUR FAB *ZEEWOLF 2* COMPETITION

Zeewolf, truly one of the great Amiga helicopter games and one of the finest games released last year. A mighty floppy disk, indeed. You didn't buy it? Why? But you must have played the Coverdisk demo (*AF66*)? If you know nothing about *Zeewolf* then apologies. You may, of course, still take part in this competition but it will be that much tougher than for those in the know.

Binary Asylum were pretty pleased with their first effort and they're planning the sequel, enticingly titled *Zeewolf 2*. And you, readers of *Amiga Format*, can dip an oar into the water and steer them in the right direction by designing levels and winning yourself **£200** hard cash in the process. You could almost buy a new Amiga with that much, if there were any in the shops. The winner will have his/her name credited in the game and receive a copy of *Zeewolf 2*. Any runners-up will also receive much credit and the game though cash will not be forthcoming.

Send your entries to ***Zeewolf 2* compo, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.** Closing date: April 30, 1995. Usual rules apply.

Take a look at the map. Photocopy and enlarge it a couple of times. Failing that, get a pencil and two sheets of A4 and copy it out twice.

Now, write a mission brief explaining the idea behind the level design, such as escort craft to another base, rescue POW's from barracks, shoot everything in sight – that kind of thing.

You can write the names of things on the map or use colours and a side key. Ensure we know who's friendly and who ain't.



1. On the first map, place the chopper supply ship, add friendly and enemy bases and if you wish, add roads – they must run horizontally or vertically.

2. Now, add friendly and enemy weapons, vehicles and aircraft. Remember to keep it realistic – you need a slight chance of completing the mission. Keep it clean, keep it clear.

3. On the second map, show clearly, using lines, where all the craft and vehicles which can move, are moving to, and indeed, from.

4. Go to it, and remember not to clutter the map unnecessarily – you have to justify your mission.

WHAT YOU CAN INCLUDE

FRIENDLY FORCES

Kestrel – aircraft used in escort and airlift missions. Unarmed.
Pelican – choppers you must protect in airlift missions. Unarmed.
Buffalo – airliftable tanks used in seek and destroy missions. Can fire shells.
Camel – Unarmed resupply vehicle.
Carrier – Base for offloading folk.

ENEMY FORCES

Bear – armoured personnel carriers.
Mantis – anti-aircraft artillery.
Shark – patrol boat.
Watchdog – enemy radar tank.
Hippo – explosive shell-firing tank.
Rhino – AAA tank. Top.
Cobra – surface-to-air missiles.
Vultures and Albatrosses – attack choppers.
Wasp – scout helicopter.

FEATURES

Barracks and bunkers – often contain captured personnel who require rescuing.
Garages – contain enemy units.
Domes – contain friendly or enemy units.
Early warning radar – protected by enemy units. Cannot be destroyed.

The top Amiga games



RIGHT: Record-breaking console seller hits Amiga charts shocker. Can *FIFA* make it to number one?

CENTRE: But *Sensible World Of Soccer* rules supreme, because it is the finest football game ever.

FAR RIGHT: Surprisingly, *Cannon Fodder* is riding above its sequel in this month's charts.

THIS MONTH'S FULL-PRICE TOP 20

1	**Sensible World Of Soccer** (Renegade)	FG 95%
2	**FIFA International Soccer** (Electronic Arts)	79%
3	**Cannon Fodder** (Virgin)	FG 95%
4	**Premier Manager 3** (Gremlin)	85%
5	**Theme Park** (Electronic Arts)	FG 91%
6	**Cannon Fodder 2** (Virgin)	FG 90%
7	**Micro Machines** (Codemasters)	FG 90%
8	**Kick Off 3** (Anco)	79%
9	**Skidmarks** (Guildhall Leisure)	FG 90%
10	**Football Glory** (Kompart)	80%
11	**Mortal Kombat II** (Acclaim)	FG 92%
12	**Championship Manager Italia '95** (Domark)	Not reviewed
13	**Overlord** (Virgin)	85%
14	**Combat Classics 3** (Entertainment Int).	87%
15	**Fantasy Manager** (Anco)	44%
16	**Frontier: Elite 2** (Gametek)	FG 90%
17	**PGA European Tour** (Ocean)	83%
18	**Death Mask** (Alternative)	77%
19	**LucasArts Classic Collection** (US Gold)	FG 90%
20	**Rise Of The Robots** (Time Warner)	19%



The charts are copyright ELSPA

Top 10 budget

1	**Mortal Kombat** (Virgin)	74%
2	**Simpsons – Bart v World** (Virgin)	82%
3	**Benefactor** (Psygnosis)	68%
4	**Wiz 'n' Liz** (Psygnosis)	77%
5	**Globdule** (Psygnosis)	69%
6	**Lemmings** (Psygnosis)	FG 92%
7	**B Stoker's Dracula** (Psygnosis)	39%
8	**Champ Man 93 /94** (Domark)	82%
9	**Cliffhanger** (Psygnosis)	18%
10	**Lemmings 2** (Psygnosis)	FG 94%

Top 10 A1200

1	**Pinball Illusions** (21st Century)	88%
2	**Football Glory** (Kompart)	80%
3	**Theme Park** (Electronic Arts)	FG 91%
4	**Sim City 2000** (Maxis)	FG 90%
5	**Premier Manager 3** (Gremlin)	85%
6	**Banshee** (Core Design)	FG 90%
7	**Roadkill** (Guildhall Leisure)	75%
8	**The Lion King** (Virgin)	69%
9	**PGA European Tour** (Ocean)	83%
10	**All New... Lems** (Psygnosis)	70%

Top 10 Amiga CD32

1	**Microcosm** (Psygnosis)	85%
2	**Flink** (Psygnosis)	71%
3	**Benefactor** (Psygnosis)	68%
4	**Theme Park** (Mindscape)	79%
5	**Lemmings** (Psygnosis)	FG 92%
6	**Wembley Soccer** (Audiogenic)	79%
7	**Death Mask** (Alternative)	77%
8	**Bump 'n' Burn** (Grandslam)	74%
9	**Liberation** (Mindscape)	FG 91%
10	**Super Putty** (System 3)	FG 90%

Stephen Bradley speeds up the back straight, takes his finger off the accelerator and lets the momentum sweep him round the corner...



ATR





Fifth place, eh? Now there's a surprise. Notice the circular shadows – now where have we seen those before? In *Micro Machines*, perhaps?



The graphics are pretty fabulous in *ATR* but the snowy tracks are no fun at all to race on. And the route is harder to follow than the Canyon tracks.

We're arguing about this game. Lofty petrol pump attendant and part-time Formula One driver, Steve McGill harbours a certain affection for the young whippersnapper while your correspondent regards it with some suspicion, proferring the nod towards old rogue *Micro Machines* as the benchmark for such fare.

Why are we comparing these games? On the face of it, racing along desks and pool tables bears little relation to *ATR*'s 'Grand' Canyon, Forest, Sport and Space tracks, yet the basic premise is remarkably similar. Motor at such pace as to send your hapless opponent scrolling off the bottom of the screen, gaining points in the process. This process is the only way to produce a two-player racing game without splitting the screen – no problem here, for it works just fine.

Any road up, *ATR* arrives and professionals as we are, we know the job really could not be done without taking another close look at *Micro Machines*. And again. *Micro Machines* is a fantastic game, friends. Fantastic.

But *ATR* is the subject of the month, so without much ado, on we plough. Team 17 are not known for producing turkeys but their original foray into racing territory produced the monumentally uninspiring *Overdrive*. It wasn't a BAD game as such, but there were numerous superior racing games already perched on shelves. Keen to set the record straight, Team 17 got behind the wheel and came up with *ATR*.

I'm at the wheel of the options screen. The difficulty level is set on Easy, the music firmly clicked Off. Jump into Arcade mode, where you race against four computer opponents, then choose one of three sets of tracks on the menu – Forest, Sports and Canyon. There's a Space track too but you're not allowed to drive on that until you've raced through the others. Nor can you race on the Space track in the two-player head-to-head Battle mode until the Arcade mode is conquered. Why? Because, the Space tracks are the second best, after the Sports.

In the mode

Anyway, Arcade mode it is, Sports track selected. Go for the novice four-by-four jeep, bound to be the most tame. Then get to the shop and purchase your add-ons – power steering, acceleration, turbos, and grip. Race on. Promising start, in first place at the bend. Knocked a bit then, second place though. Damn, why do the computer cars never skid on oil patches? Damn, why, when a computer car overtakes you, does it



The words 'cluttered' and 'unnecessarily' spring to mind when looking at *ATR*'s tracks. And the sports tracks are by far the best.



The canyon isn't quite as grand as one would imagine The directional arrows may look clear on a still screen, but in the heat of battle, negotiating the route is darned difficult.



Finance plays its part. The more expensive the car you have, the less you have to spend on add-ons for it.



The shop contains all the extras to make you champion. If only. Can I take the furry dice, please?

Only one set of tracks stands the test. Decent circuits would gain *ATR* 10 per cent more.

disappear out of sight, never to be seen again until the next race? And that's only if you qualify, of course, and to make the next round you have to get into third spot at least.

So it's hard. But then that criticism could be levelled at many a racing game, particularly in one-player mode. *Micro Machines* is no picnic on the breakfast table. No, what really irks with *ATR* is the dubious quality of the tracks. Sports levels aside (there are 28 courses in all), the tracks are no fun to ride which is particularly disappointing because the car control is excellent – you can skid happily around corners, less happily on the snowridden courses, but you do get the feeling that you're in charge of a motor vehicle.

But the courses. The Sports tracks are fun, simply because they are the most uncluttered of the four, although Team 17 have insisted that cones annoyingly regenerate, even when you persist with the No Cones option. The Forest tracks are awful. Annoying. Frustrating. Barely visible arrows direct you along the course but when you're moving at pace, cars all around, it's difficult to keep an eye out for them. The Canyon courses are equally poor, while the Space tracks are quite a frolic – particularly in head-to-head mode because there are limited passing places and you have to make your move at just the right times on the circuit.

Power-ups litter the tracks – some reverse your opponents controls, some boost your bank balance enabling the purchase of choice kit at the shop, while others send you into overdrive, shooting you forward at such speed as to make any benefit redundant.

This isn't the game we were hoping for. With a little more care and attention on the courses this could have been jolly. As it is, only one of the four sets of tracks stand the test. Decent circuits would gain *ATR* about 10 per cent more; as it is, it just ain't good enough.

ATR

GRAPHICS: 8 out of 10
Nice perspective, well drawn. Fine.

SOUND: 7 out of 10
Growling engines sound great.

ADDICTION: 6 out of 10
Sports tracks, yes. Others, no.

PLAYABILITY: 6 out of 10
Sports tracks, yes. Others, no.

OVERALL VERDICT
Not quite the racing game Team 17 promised. *ATR* is OK, but no more than that.

SCORE **70%**

Publisher:	Team 17 01924 267776
Price:	£25.99
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

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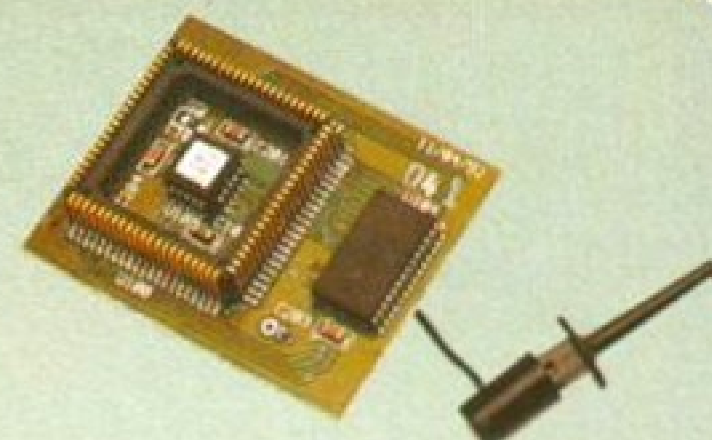
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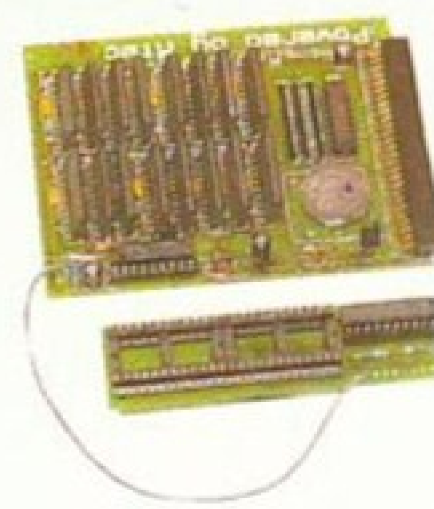




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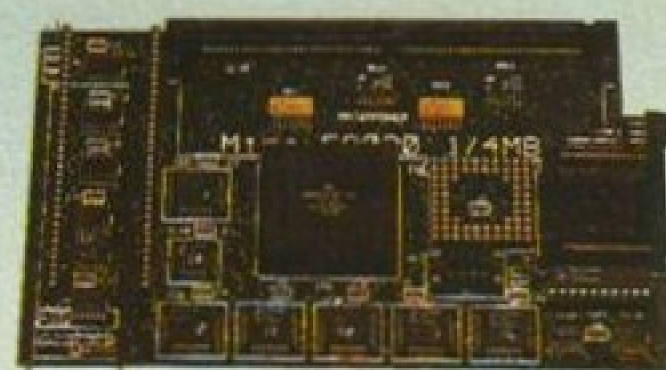
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A500 68020

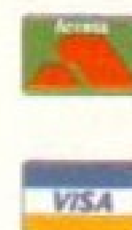


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Steve McGill dons his sheepskin coat, lights up a Havana, puts his feet on the desk and picks up the phone. It's tough at the top of footy management...



Super League Manager



The Sunday paper is vitally important to the planning and strategy of the following week.

As an exiled Kilmarnock football fan, a typical weekend routine in Bath runs something like this:

Saturday – around about 3pm, ensure access to radio or a teletext television. Read top fanzine, *The Killie Exile*. Listen to radio or check teletext every five to 10 minutes. When full time finally transpires, look up match report on teletext.

Sunday – wake up any time between 10am and noon depending on last night's activities. Get dressed. Walk to newsagent on corner of street and buy Scottish papers sold there – *Sunday Mail* and *Sunday Post*.

Read reports on the stunning inspirational play and Kilmarnock's stylistic match performance. Check the *Sunday Post*'s crime count, that is, the number of fouls, bookings and sending offs awarded to both teams. Check the *Sunday Mail*'s team of the day – Kilmarnock's Neil Whitworth is a permanent fixture – and mentally note which other Killie players are in there. Check rating out of 10 for each player in the Scottish Premier, paying particular attention to Kilmarnock players. Smile as the realisation dawns that European football is just a few matches away. The team's ready, willing and able.

Normally I wouldn't write such an indulgent introduction to a review, but, due to the structure and design of *Super League Manager*, the above formula bears more than an uncanny resemblance to the routines needed to master the game.

Natural born manager

Rather than overwhelm the gamer with a barrage of statistics and attribute ratings such as those found in *Tactical Manager 2* or *Premier Manager 3*, *Super League Manager* feels more natural. *Amiga Format* gave away a fully working demo last issue (*AF69*) so that you could see how it played for yourself. So, instead of describing the game, here are a few observations:

The most important area to concentrate on is the players themselves. Training can be individually tailored for problem players, set for positional play, or doled out to the whole team. Good team results are unattainable if you neglect this mechanism. Pay particular attention to the device that emulates the trainer's comments. It helps immensely when choosing team formations and positions for the match.

The paper that appears on your desk every Sunday after the match is incredibly useful. In fact, it's essential. It keeps you in touch with what's going on in your division and the other divisions, how well your players have played and how well the opposition have done. It's not the *Sunday Mail* or the *Sunday Post* (no game could be that good) – Emlyn Hughes' portrait graces the front cover, yeuch – but it gives you a run-down on every game played and rates the performance of every participating player accordingly.

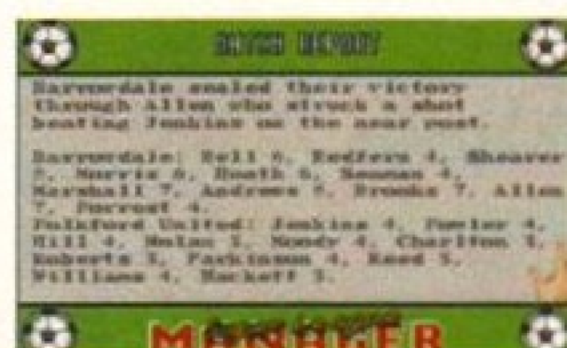
Certain mechanisms, such as the tea lady and the potted plant, only seem to be there to slow the game down. However, they can have an adverse effect on the game if you neglect to pay attention. Tedious or detailed? Only you can decide.

PLAYER RATINGS
1. JENKINS
2. FOWLER
3. MOODY
4. HILL
5. CHARLTON
6. NOLAN
7. REED
8. ROBERTS
9. WILLIAMS
10. HACKETT
11. PARKINSON

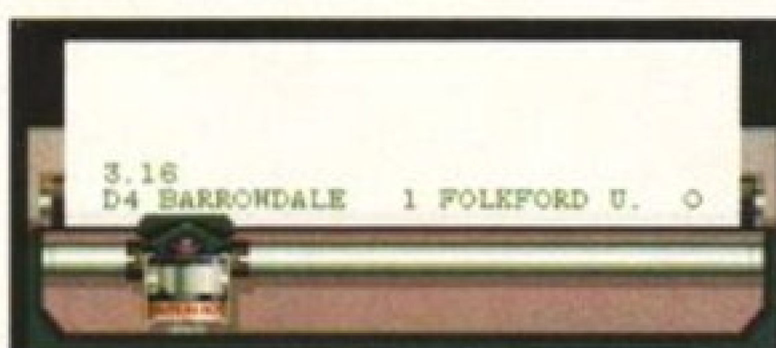
12. REEVES
14. QUINN

CONTINUE

Handy hint: log your player ratings on pieces of card. Right?



Take notes of the player performances and plan your training, transfers and positional strategy accordingly.



Keep in touch with the scores on the doors as they happen with the good old teleprinter. It takes you back to the bad old days of Dickie Davis.

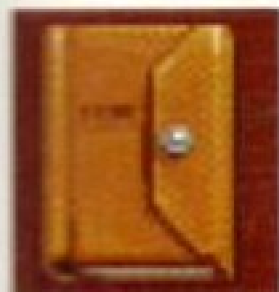


Choosing the best team formations and positions of the players is vital if you want to obtain optimum performance.

WHAT'S ON YOUR DESK?



TELEPHONE: Your access to the outside world, enabling you to barter for players at other clubs.



FILOFAX: Your week-to-week guide to forthcoming matches.



NAME PLEASE: Click on this icon to input your own name.



CALENDAR: Click on this icon to change the day of the week.



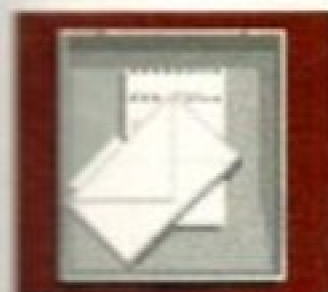
CUP OF TEA: After a hard day selling and buying players and working out training strategies, relax with a steaming brew.



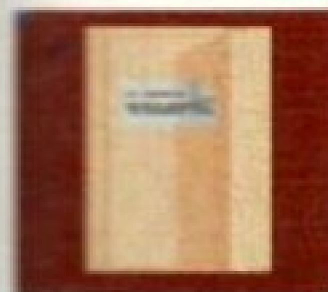
PHOTOGRAPH: A picture of your team. Probably.



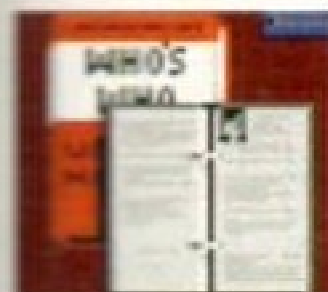
POT PLANT: Make sure you water your plant regularly.



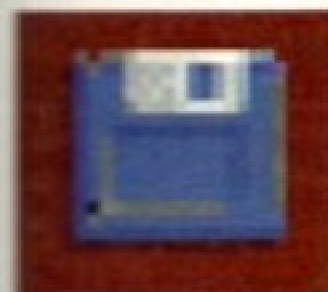
IN-TRAY: All your incoming mail is dropped in here. Keep up-to-date with your fan mail!



PLAYER SELECTION LIST: All the info on your team is listed in here, their individual salaries, training details and so on.



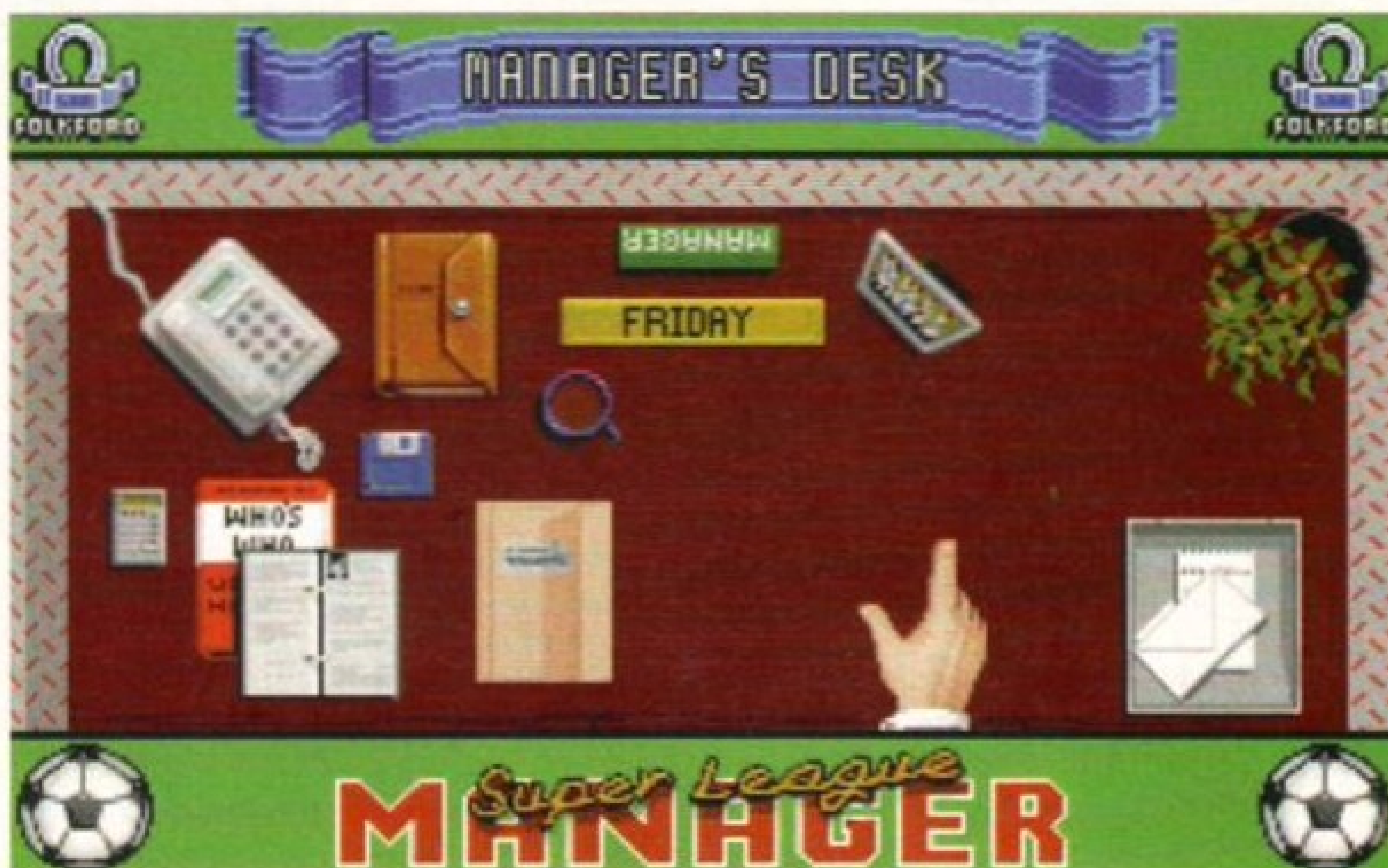
WHO'S WHO: A list of every other team and every other player in the four divisions.



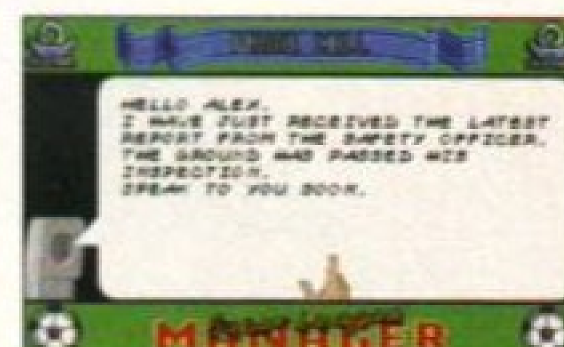
DISK: Save and load games with the disk.



CALCULATOR: All your club's finances are recorded here.



OK, so it doesn't look very hi-tech, but this desk is the hub of the well-oiled machine that synchronises and controls *Super League Manager*.



The phone is your communication medium to the outside world. Conversations with the chairman, fellow managers and the police all take place from here.

One of the hints for improved performance stated in the manual is the recording of player performance and ratings on cards. I dare say, if I didn't have anything better to do – like hoovering or washing the dishes – then maybe I'd consider setting up a whole load of little cards and taking notes.

Big brother

But hey, hold on a minute, isn't all this card filling in business uncomfortably close to the computer playing with me rather than me playing with the computer? A disturbing state of affairs.

Why couldn't some routines have been included in the main game to let the player record the data generated on each player on the Amiga? This data could be displayed on a table or something. Expecting the gamer to have a photographic memory or take notes on little cards is a bit silly. It means the gamer is expected to work much harder than strictly necessary.

Gripes aside, *Super League Manager* is a compact and bijou little number. The inclusion of a cut down version of Emlyn Hughes *International* Soccer seems idiosyncratic, but it does provide a diversion from out-and-out mouse clicking if you feel so inclined. Mildly recommended to all but number-crunching stato heads.

> ***Super League Manager* is a compact and bijou little number.**



If you choose not to watch the highlighted match of the day, watch this exciting screen instead.

Super League Manager

GRAPHICS: 6 out of 10
Functional rather than pretty.

SOUND: 7 out of 10
Realistic telephone ringing!

ADDICTION: 7 out of 10
Involving, once you're proficient.

PLAYABILITY: 7 out of 10
Hard to follow player performance.

OVERALL VERDICT
The whole team are behind *SLM*, but I can't speak for the rest of the squad.

SCORE 77%

Publisher:	Audiogenic 0181 4242244
Price:	£29.99
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

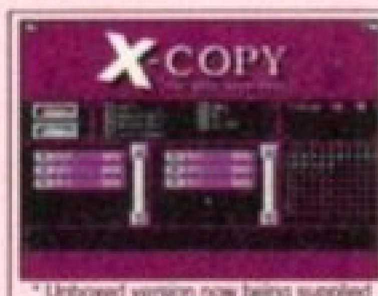
EP SOFTWARE



A Virus killer is an essential purchase in these days where there are hundreds of Amiga viruses. Make sure your software collection is free from all known viruses.

£4.00

☐ **VIP4-2. VIRUS KILLERS**



This is the most powerful Amiga disk duplicator available. The manufacturers claim it will copy every Amiga disk known to man. *Includes s/w & hardware*

Special Price £29.95

* Unboxed version now being supplied

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☐ **DEG4-2. A1200 DEGRADERS**



Wookbench 3 is good but Commodore forgot to include a few things, like a virus killer, a decent Text editor, a few leisurely games, more datatypes, a tiny clock, a file copier, a decent disk copier, a hard disk menu system and a few other things.

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Complete 3 disk set for A1200

☐ **SCF7-3. STUFF COMMODORE FORGOT**

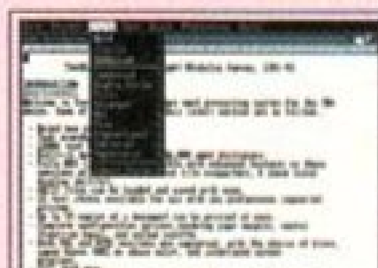


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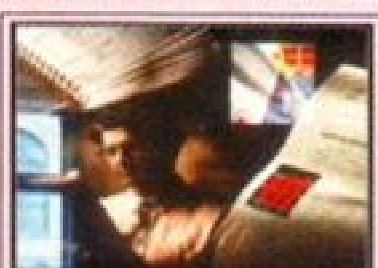
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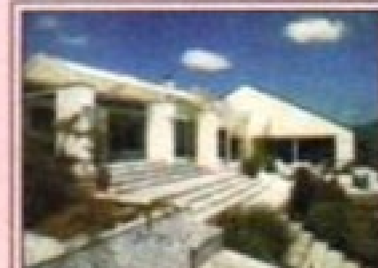


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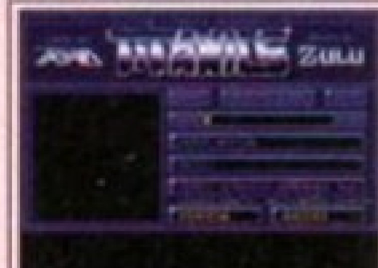
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☐ **RDS3-1. RDS Professional**

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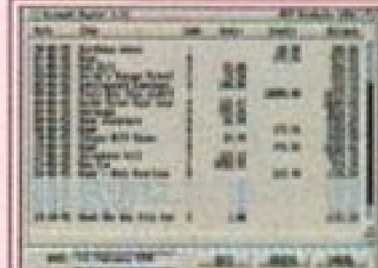


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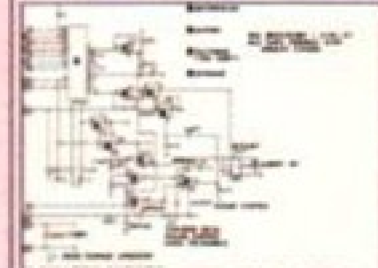
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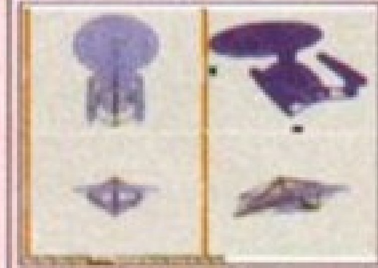
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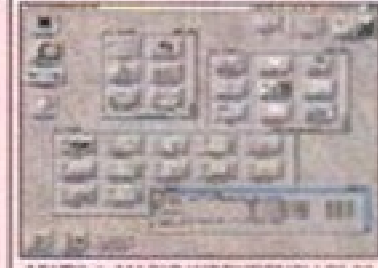


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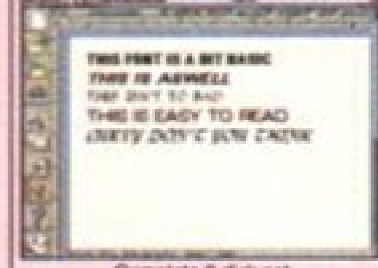
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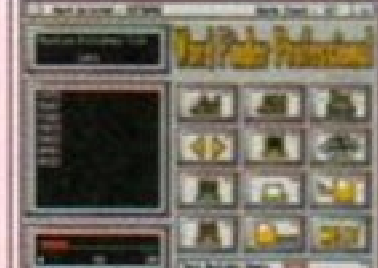
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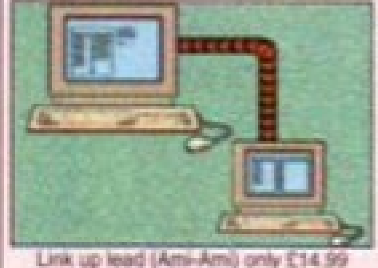
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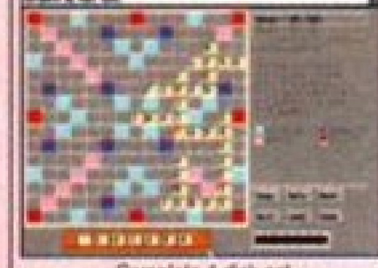


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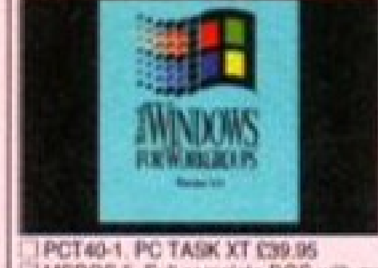


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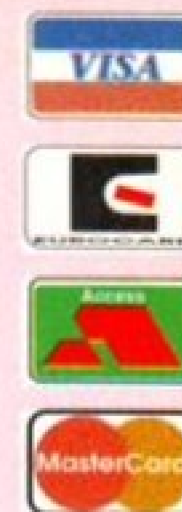
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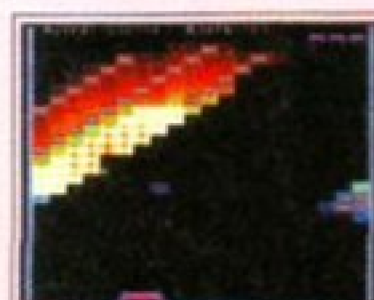
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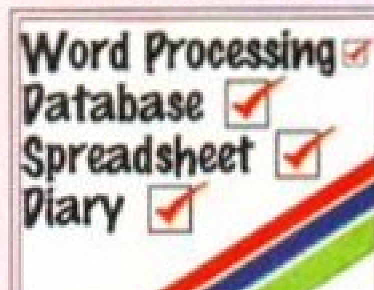
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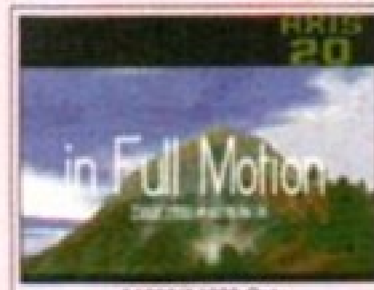

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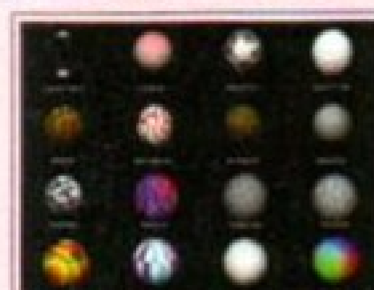

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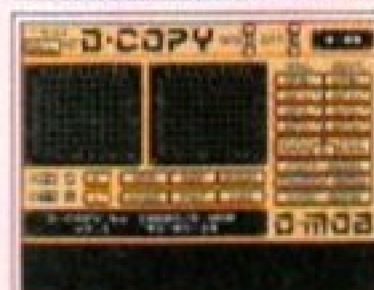


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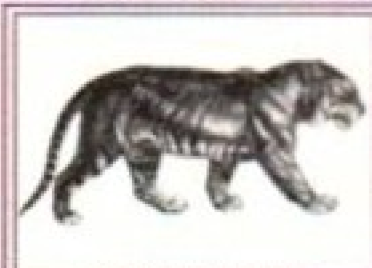


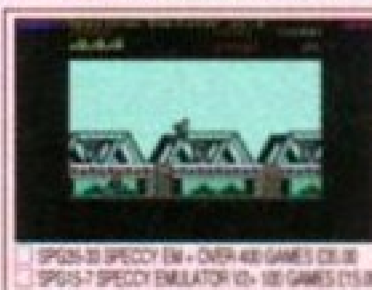
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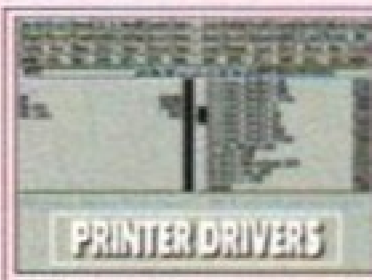

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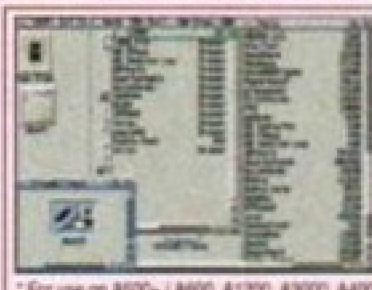
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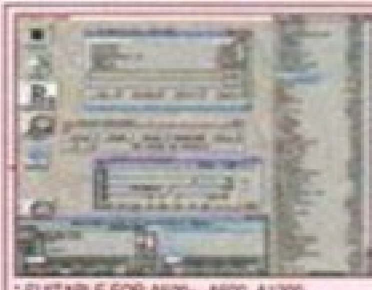


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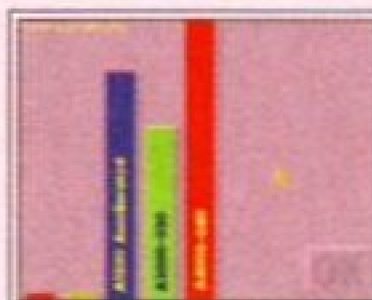


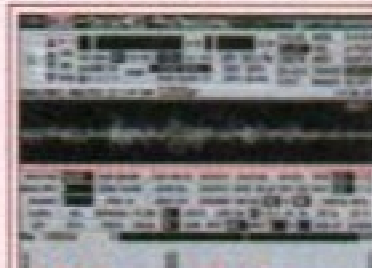
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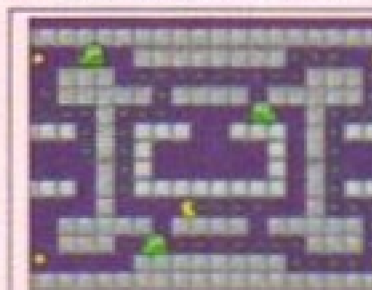

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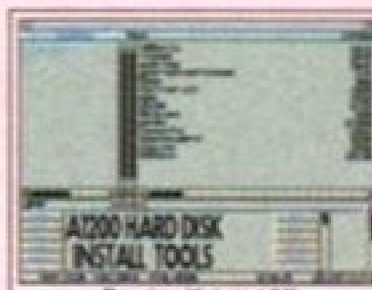

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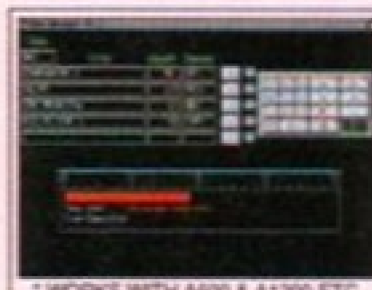

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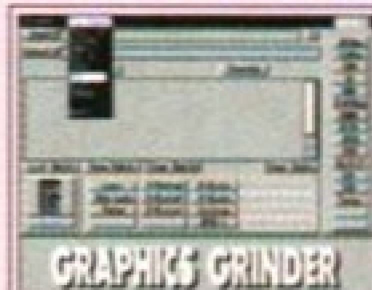


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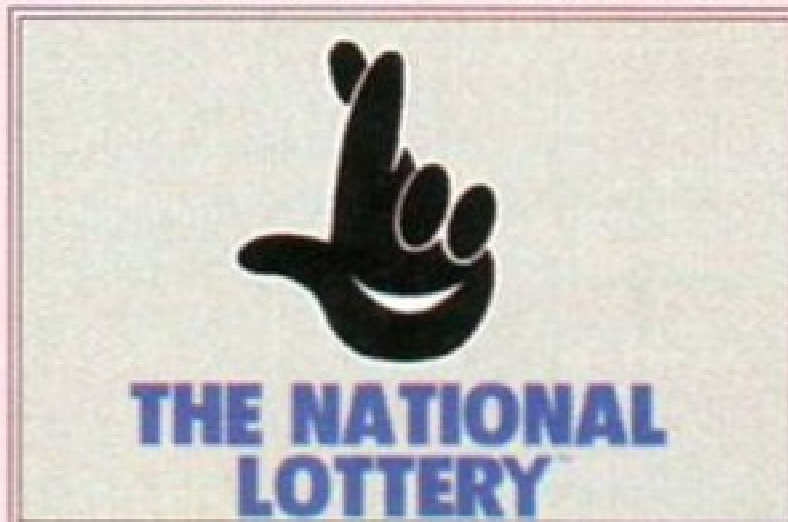


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Requires Kickstart 2/3
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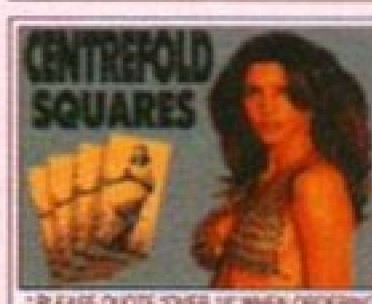

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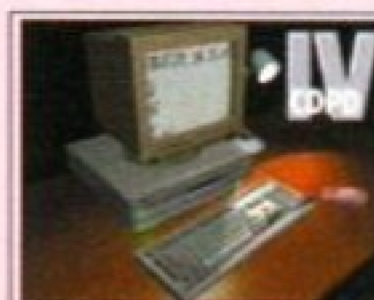
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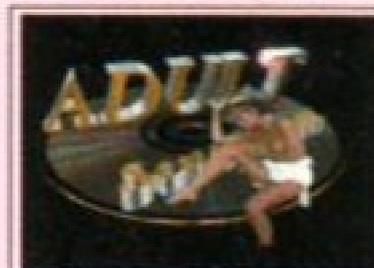


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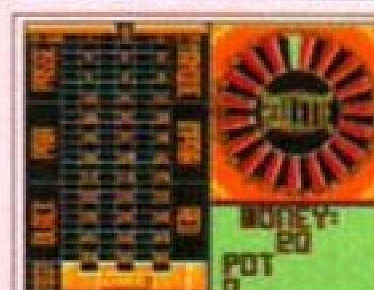


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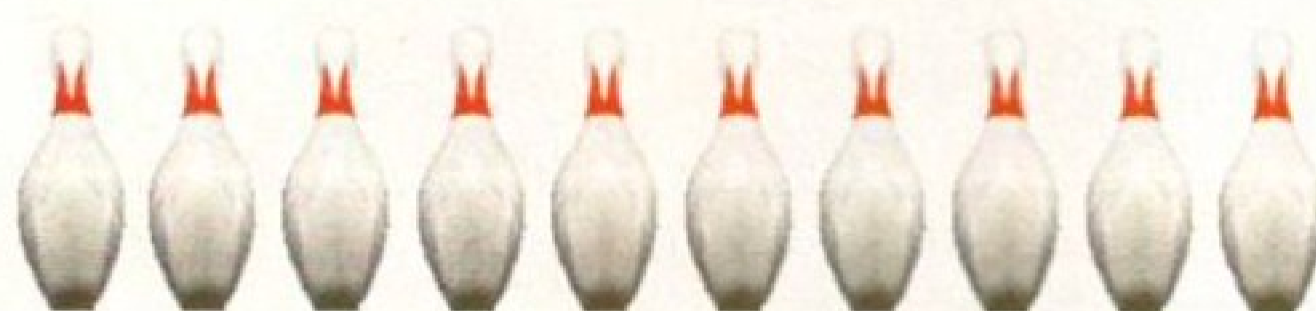


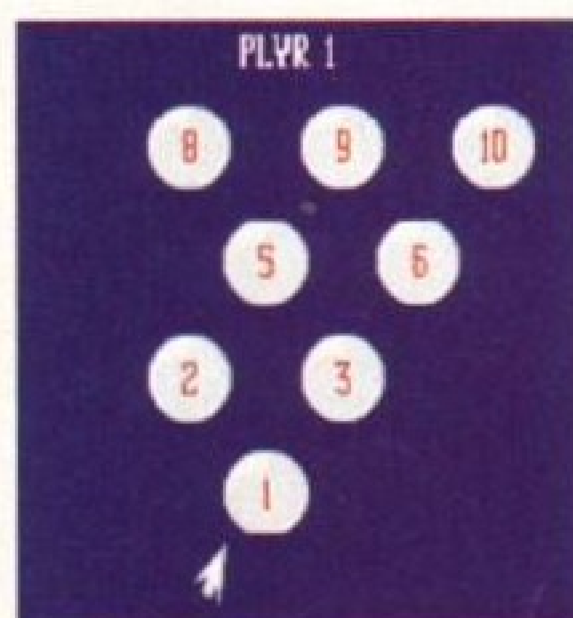
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Tired of making 'bowled over' puns, Steve Bradley applies himself to the serious business of reviewing *King Pin*. It could be right up your alley.

King Pin

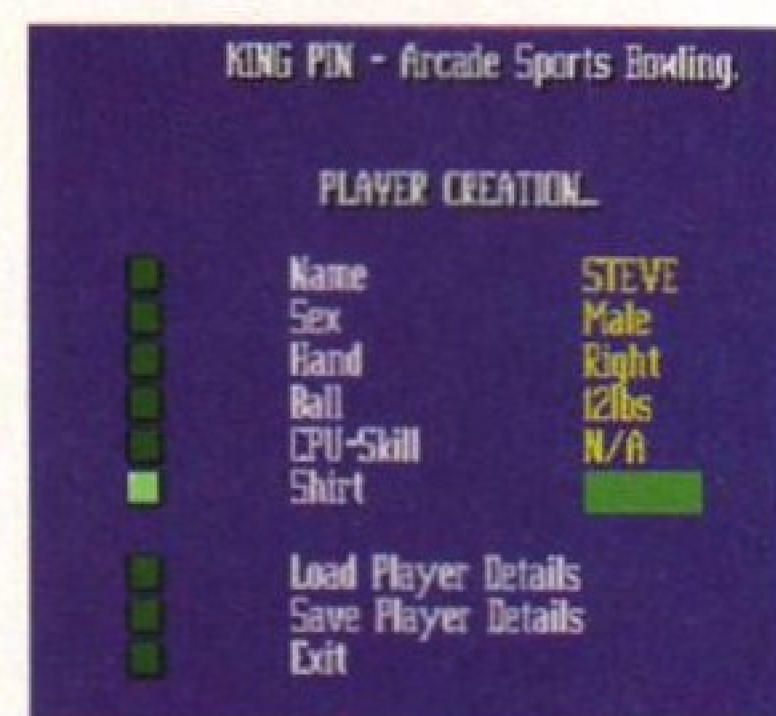




Catch the number one in the correct position and the pins tumble. It's ten-pin bowling.



The pony tail has swung dramatically to the right, taking the 12lb ball with it. It's ten-pin bowling.



A right-handed, green-shirted male with the 12lb balls. *King Pin* features a full character profile for the bowler. It's ten-pin bowling.



Full-on action strike picture shocker as *King Pin* hits the mark. It's ten-pin bowling, this is.

For those who simply can't face negotiating numerous out-of-town roundabouts to get to the local alley, or indeed, those who are always in the tavern when *Roseanne* is on television, ten-pin bowling is basically skittles, only the task is that much more arduous, for skittles has but nine pins, not ten.

King Pin runs with the name *Arcade Sports Bowling*, and after the heady success of their excellent *Arcade Pool*, it seems that Team 17 are regretting *Pool*'s competitive price of a tenner. Three extra gold coins required for bowling, friends. But no matter, *King Pin* tackles ten-pin bowling in much the same way as its counterpart did pool, only there are less options, though admittedly, the subject matter somewhat determines the result.

You bowl. Full stop. Apart from the varying matchplay options which allow teams and such like, there is an Arcade Spares Challenge where the computer chucks down pins and you have one ball to topple them, and a practice mode. You can be male or female, balls range from eight to 16 pounds and, oh God, I'm struggling here.

Look, it's ten-pin bowling, the pin movement is smooth enough, you can vary the speed at which you deliver the balls, and you can add aftertouch for those wayward deliveries.

An arrow pings back and forth across the alley and you have to click the button at the right spot to deliver the perfect ball – the more power you put into the delivery, the quicker the arrow moves and the more difficult the shot is. The Amiga players differ in ability so you can upgrade them as you improve. But as with many sports sims, the more human folk involved, the better.

Strike it lucky

So what, dear reader, has *King Pin* to offer the casual player? Well, to be perfectly candid, not a great deal – if you don't like ten-pin bowling, then you ain't going to be that interested. And sure, it's as well executed a bowling game as there is, though there are some not-quite-as-competent PD games which, nevertheless, can skittles knock over. But *King Pin* simply doesn't have the longevity of *Arcade Pool*, which, because of the numerous options, holds interest a deal longer.

My only real beef with the game (apart from the fact that it really isn't terribly interesting) is that whenever you turn off the music, which inevitably, you will, the next game you play, lo and behold, the darned tune returns.

Nevertheless, *King Pin* is without any doubt the only computer game which features a tannoy message asking ex-*AF* editor Marcus Dyson to 'go to reception, please.'

Publisher:	Team 17 01924 201846
Price:	£12.99
Versions:	A500, A600, A1200
System requirements:	1Mb
Release date:	Out now

King Pin – Arcade Sports Bowling

GRADHICS: 7 out of 10
Look at the pictures.

SOUND: 7 out of 10
Watch Roseanne on Friday.

ADDICTION: 5 out of 10
You'll have to be awfully keen.

PLAYABILITY: 7 out of 10
Executed with some aplomb.

OVERALL VERDICT

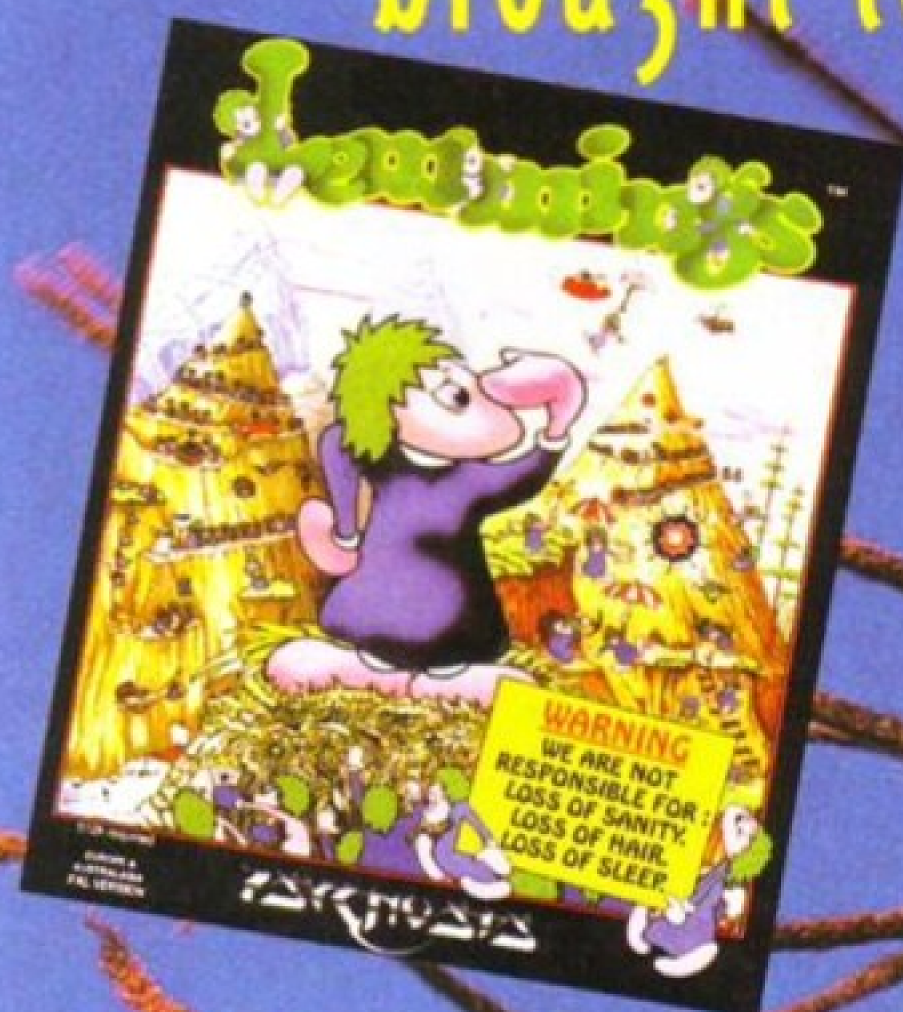
***King Pin* bowls along like a good 'un, but does little else.**

SCORE 67%

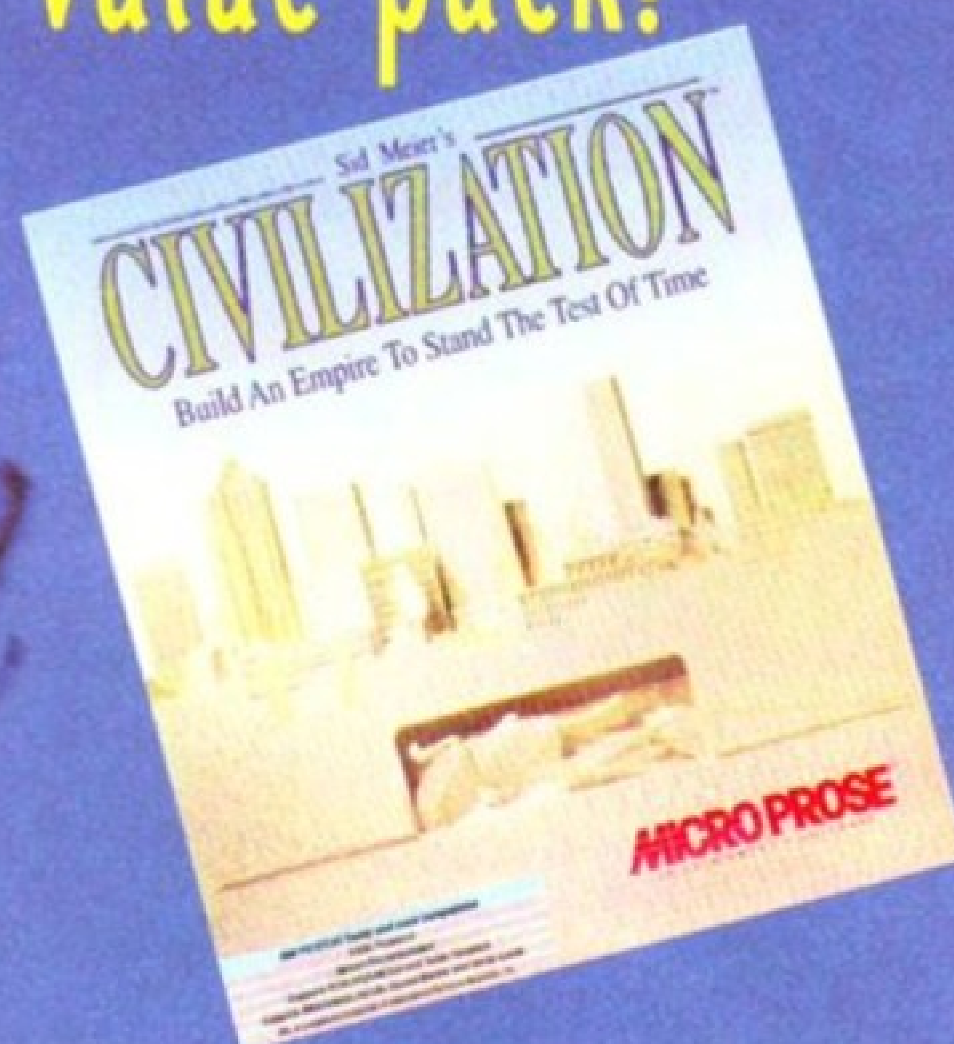
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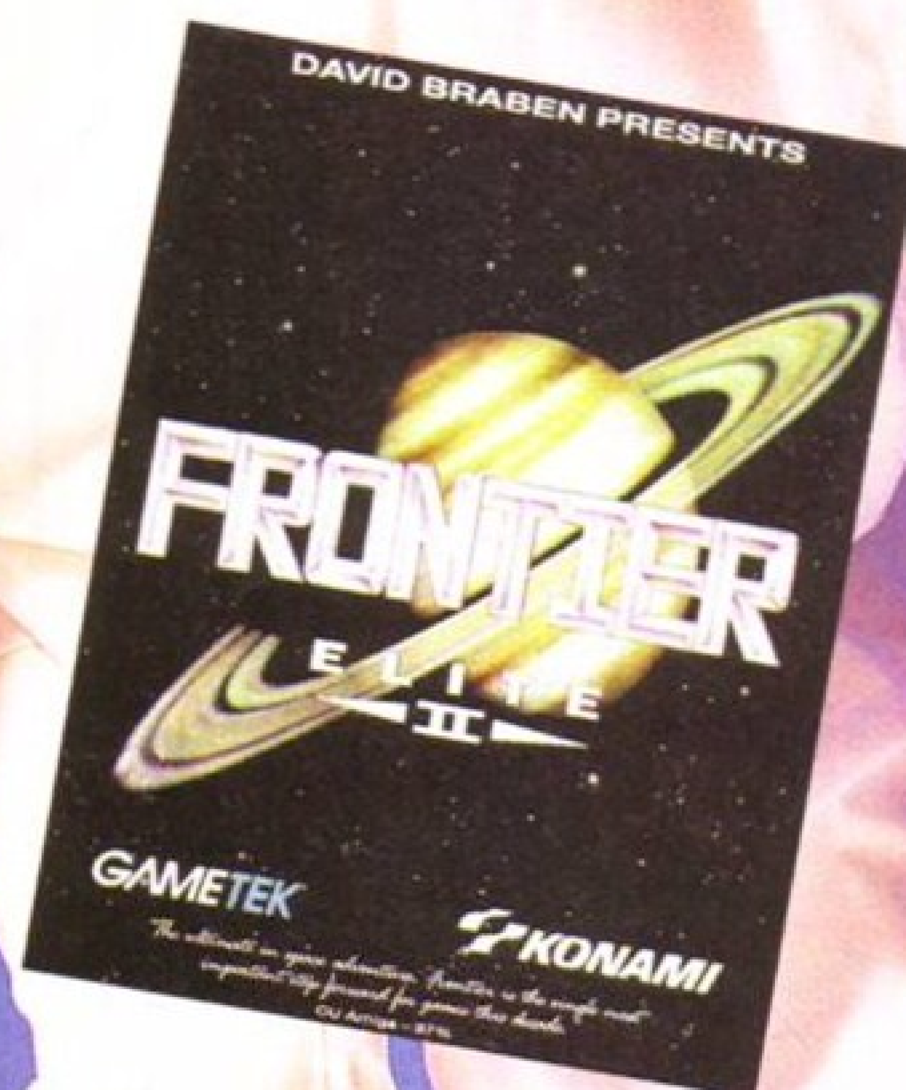
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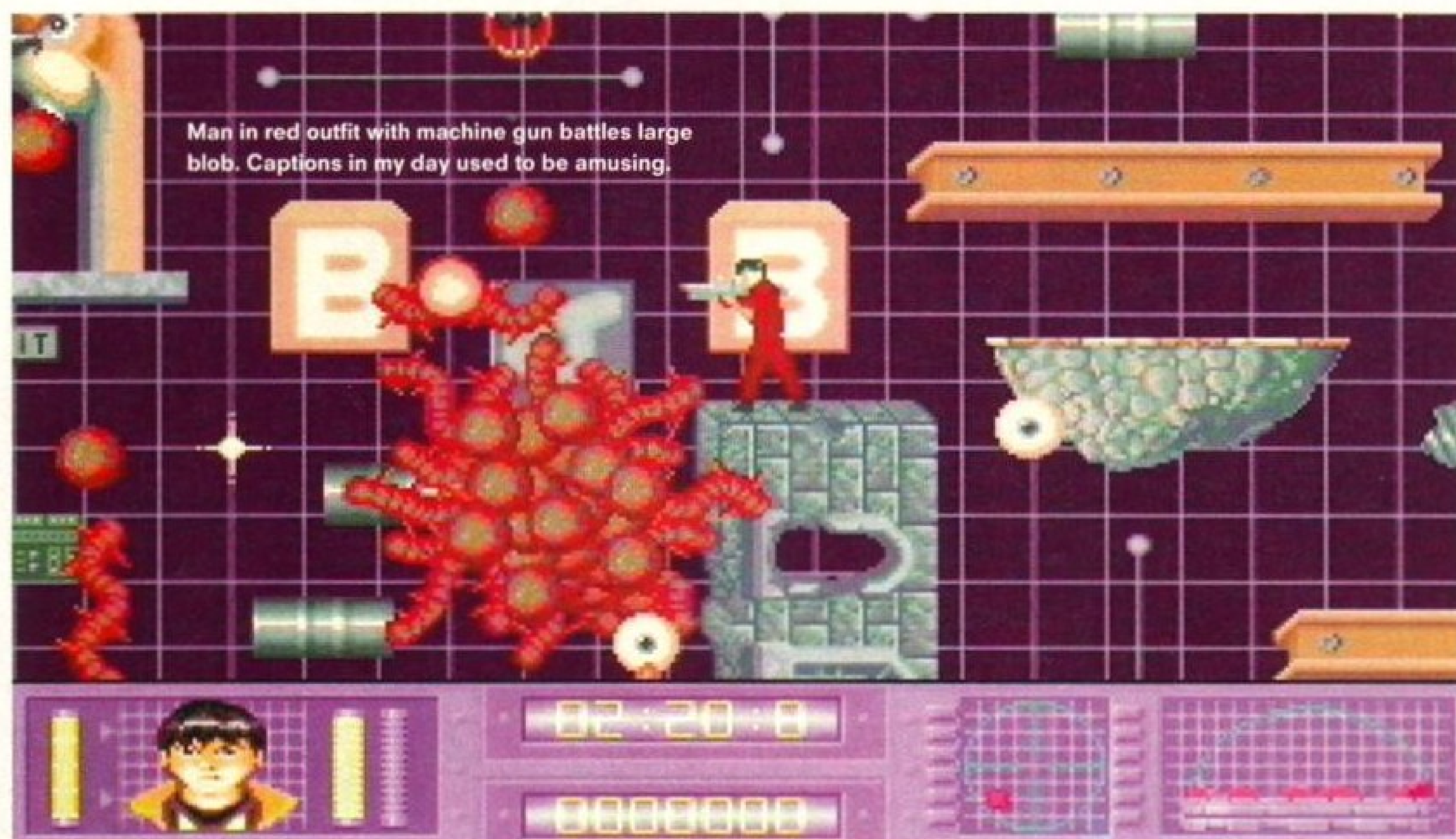
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It could have been packed with fabulous graphics and manga-style characters, instead Steve Bradley gives *Akira* one of our lowest scores ever.

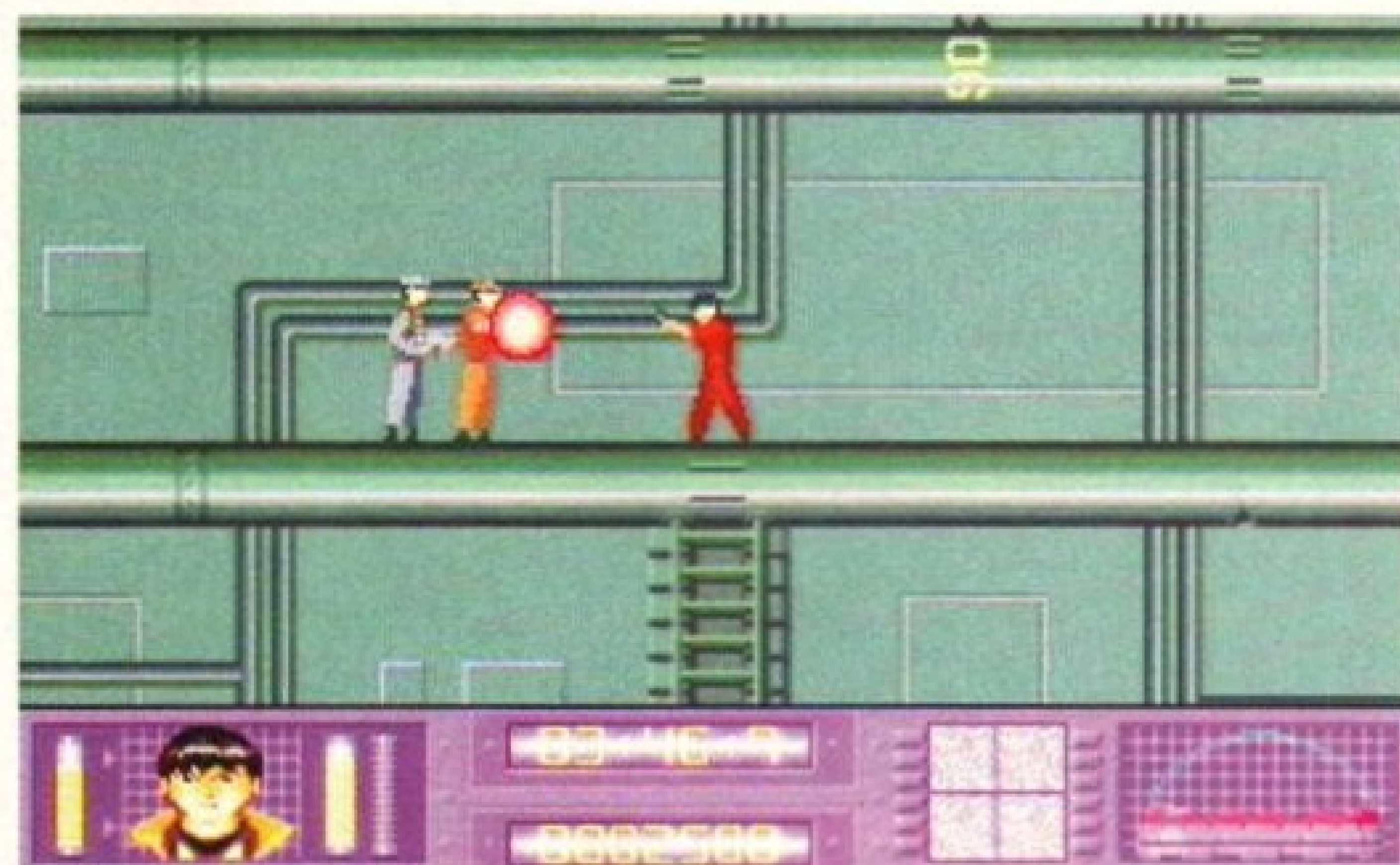
Akira



Flying sledges with big guns in a factory sometime in the future on the other side of the world is a pretty cool idea for a computer game level.



Man in red outfit with machine gun battles large blob. Captions in my day used to be amusing.



Ruichi, I said, I'm only here to fix the plumbing. Naturally, it fell on deaf ears.

Stop. Do NOT enter your local computer games store. Danger lurks. Manga cartoons are popular, computer games about manga cartoons are likely to attract the unsuspecting, the gullible, the people who buy games before they've read the review. We know a lot of you were stung on *Rise Of The Robots* – we were helpless, the abomination was on sale before the magazine appeared.

Akira is on sale. It has been for weeks, cunningly timed to avoid as many magazine deadlines as possible. Probably. And by now, ICE have sold a few and recouped some 'development' cost. One of the games magazines was allegedly told not to review *Akira* unless they were going to score it 80 per cent or more. Cue belly laughs from the stalls. Eighty per cent? Or was it eight?

Akira is part platform game, part shoot-em-up, part motorcycle ride. *Akira* is a game which should have appeared on a budget label three years ago, and even then it would have been poor. Readers, this game has been in 'development' so long, one wonders exactly what the writers have been up to. And surely, in that time, someone must have happened by and suggested that, 'things weren't quite right'.

OK. So you start on a motorcycle. It's the Capsule gang against the Clowns (right) and you dribble along streets avoiding fire, jumping craters and hitting cones. The bike is difficult to control, the graphics are poor, you throw the pad at the screen in dismay.

Bad people

On other levels you shoot teddy bears, ride a flying sledge, massacre a blob and battle a Scaramangian amount of baddies in a sewer. You really don't want to play this for more than five minutes. Offers to take up the joypad were spurned by colleagues hastily burying their heads in needlecraft mags.

The sprites have no character, the gameplay is shabby enough to warrant execution at the hands of bad people from the other side of the world, who first use torture techniques previously thought improbable. The graphics are faceless, the level design plain dull.

Akira is £30. If you've already bought it, one can only sympathise – and then suggest you should have learned by now not to dash out and buy games without reading *AF* reviews first. The shock of loading this up could kill the faint hearted.



Rise Of The Teddy Bears. Now there's a title for a game. Large, robotic cuddly toy beat-em-up. Monster. Like it.

Publisher:	ICE 01453 756993
Price:	£29.99
Versions:	A500/A600/A1200/CD32
System requirements:	1Mb, CD32
Release date:	Out now

Akira

GRAPHICS: 3 out of 10
Dull, poor, undistinguished.

SOUND: 4 out of 10
Who cares.

ADDICTION: 1 out of 10
What?

PLAYABILITY: 3 out of 10
You can. But you won't.

OVERALL VERDICT
An eagerly-awaited pile of unmitigated, dated, shabby tosh. Go home.

SCORE 18%



Glorious graphics and slick, smooth sprites, astounded our readers.

Shadow Fighter AGA

Gremlin 0114 2753423 ■ £29.99 ■ A1200/A4000 ■ Out now

"A quite simply fabulous selection of characters," says Gerald Hoppington of Ashford, in Kent.

"The *Shadow Fighter AGA* combatants look like they've just jumped out of a cartoon from the telly," according to Terry Simpkins from Horbury, West Yorks.

"I can't believe the amount of special moves your man can make. It's absolutely phenomenal. As beat-em-ups go, this is really smashing," enthuses Victoria O'Malley of Wexford, Republic of Ireland.

"One can simply indulge in awfully large number of special manoeuvres. I found the whole game frightfully amusing, too," writes Jasper Whittam-Bunter, Moss Side, Manchester.

"Oh ja, clinker von fumpeta fumpeta fumpeta, *Shadow Fighter* ja, ja," exclaims Johan Johanson of Sweden.

These are just some of the statements I've recently made up.

Shadow Fighter is one of the Amiga's best beat-em-ups - indeed, it's one of the finest on any platform. And now the graphics are even prettier and the game hard disk installable. Good work programmers.

Pupazz the demonic dummy is the games finest protagonist and is surely deserving of a platform run-out in the future. You can practice your manoeuvres on the evil little punch bag or type in the secret word and play him in the game.

Pupazz is backed by a huge range of protagonists – some carry basketballs, others wear bandanas similar to the little chap who appears on all the video games programmes. Details – 16 characters, one and two-player options, 25 moves and more per character, difficulty options and the squeamish can turn off the blood.

Even the people who cross the street to avoid beat-em-ups will enjoy this game. AF



Pupazz is a demonic delight. No matter how often you strike a blow, he just grins. It's unnerving. Tell him to stop. Now. He's a bloody weirdo.

SCORE 89%

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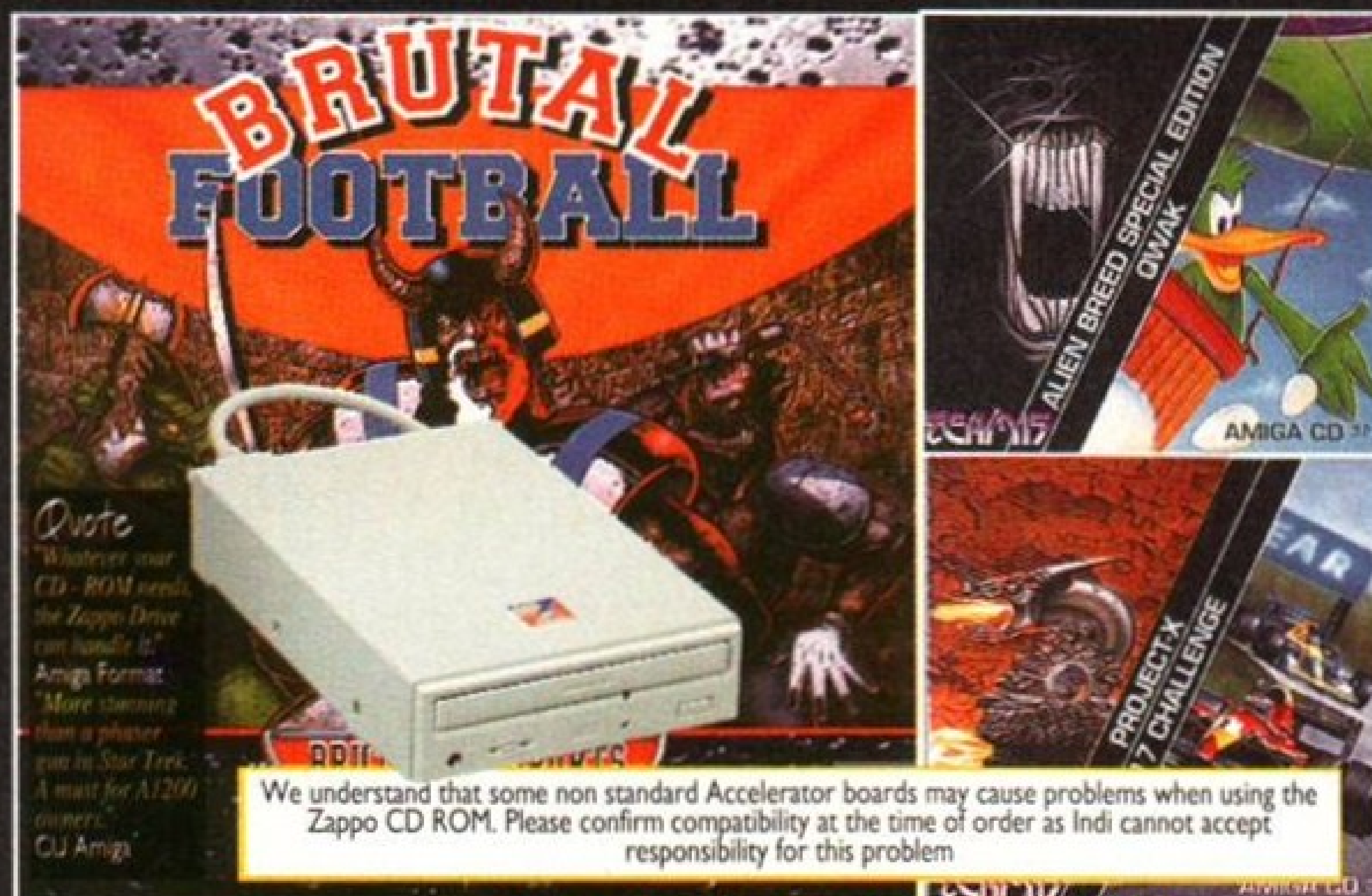
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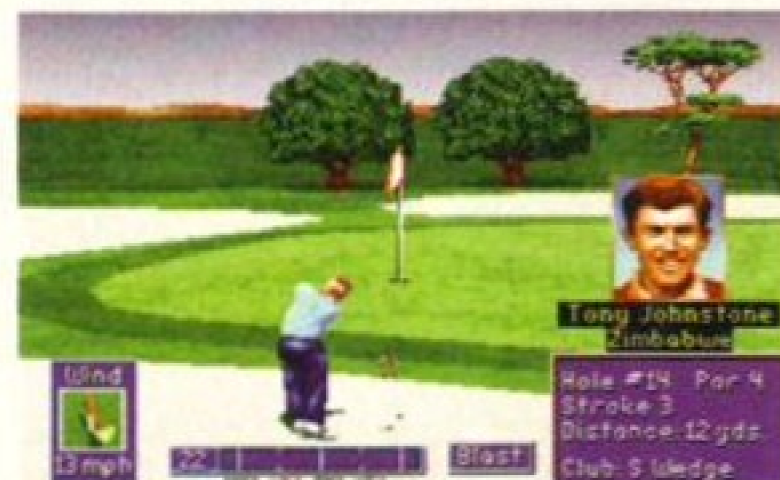






With a spring in his step and silver platters under his arm, Steve Bradley spins the disks and records the results. Will he sing a tune or wail at the wall?

CD32 Games



So what Tony has to do is aim to the left of the flag. The 13mph wind will affect the shot but blasting out of the sand is always tricky. But then golf was never meant to be easy.

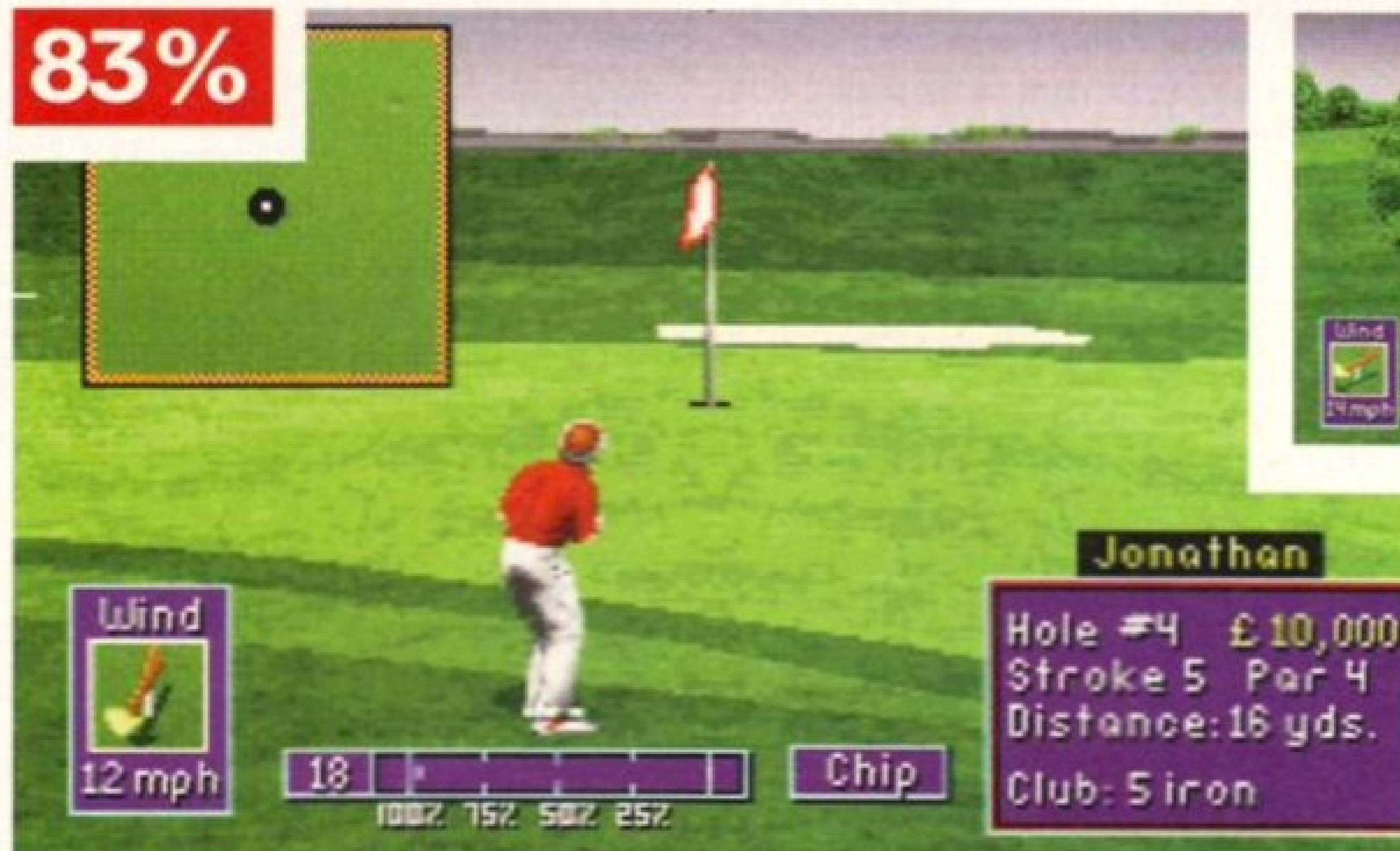
PGA EUROPEAN TOUR

Ocean ■ 0161 832 6633 ■ £27.99

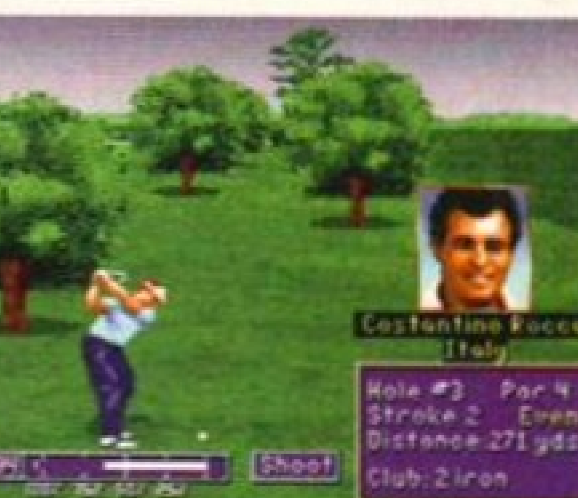
The finest golf game on the CD^{32} by a long drive with a three wood. By John Daley. At altitude.

No other golf game can match *PGA*'s simplicity and sheer playability although graphically, one wonders quite why it appeared as AGA-only on floppy disk. But no matter, we quibble, for this is a sports game in which even non-believers will partake a round.

You can pick it up in minutes yet the more you play, the better it gets. You can play as a professional or input your Grandmother's name and up to four can play at once. What more could one ask? Buy it. A moan, though. Surely they could've given us a couple of extra courses – there are five – with all that wonderful CD storage space.



PGA EUROPEAN TOUR: The finest golf game on the Amiga by a fairway, *PGA European Tour* differs from its predecessor *PGA Tour* graphically but otherwise it's virtually the same game.



Mr Rocca can't see his wood for the trees but if he strikes while the iron's hot, he can send the caption writer to an early grave.

THEME PARK

Mindscape ■ 01444 246333 ■ £34.99

Look, this is bloody annoying, and a lot of you were probably really looking forward to seeing *Theme Park* on your machine. The control method. Oh, by the way, this is a god-build-a-park-and-do-the-accounts-while-you're-at-it game – you must have heard about it by now. The control method is awful. It says in the manual you can use a mouse – you can, except you can't input figures and letters which obviously makes the mouse redundant. But if you've already decided to use a mouse, then found it unsuitable, deciding instead to insert the joypad, you have to start the game again. Doh!

Other than that, it's a straight port of the funsome floppy version. There is a tidy animated sequence at the start (no speech) but you'll only watch it three times. It's good to see that Bullfrog are releasing this high-profile title on CD^{32} but they really should have looked at the control method from less than 40 yards.



THEME PARK: One of the most popular games on the Amiga in 1994 is let down on CD^{32} by its incredibly messy control system. If you can put up with it then *Theme Park* can reward.

THE CLUE

Kompart UK ■ 01438 840004 ■ £25.99

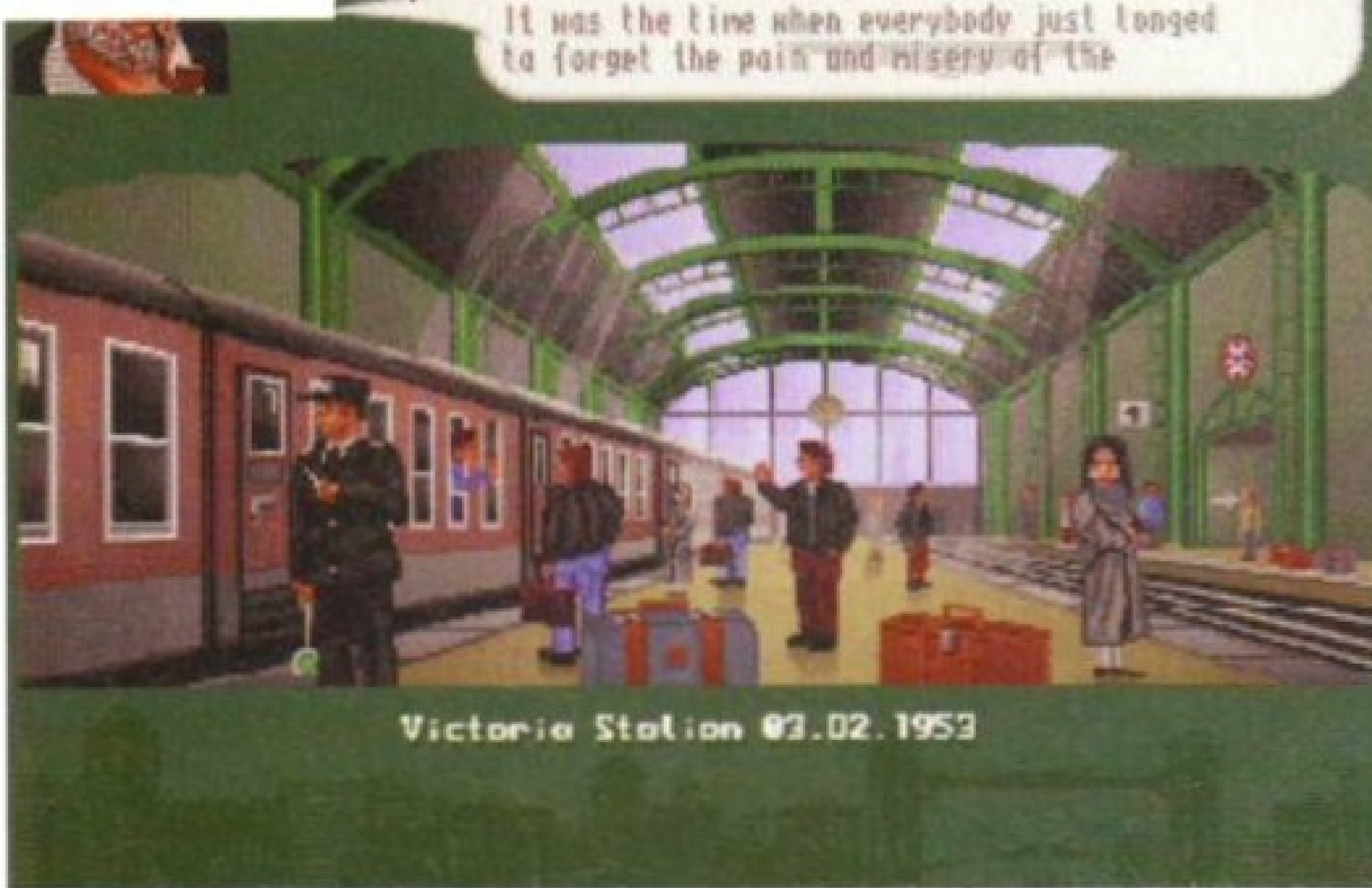
Point-n-click-n-nick is the order here, for you are Matt Stuvysent, a criminal in Fifties London. Start with a nice



THE CLUE: Can you become a successful criminal in the 1950s? Look out Ronnie.

Continued overleaf ➡

74%



THE CLUE: It's a sort of a guide. A suggestion of a fact, if you will. It can be taken down and used in evidence against you. Crosswords have them. I haven't though.

safe job and as your ambitions escalate, plan the big heist in the Tower Of London.

You spend a lot of time wandering around pubs and places hoping to meet willing accomplices, checking out the 'filth' and casing joints. Robbery planning is a whole lot of fun but for the most part, the rest of the game is rather dull. Speech has been added to this version but it pipes only in parts. For the patient with a penchant for pilfering, *The Clue* may be worth nicking, or purchasing, as more commonly known, particularly because there are so few of this type for game for the Amiga. More experienced adventure games players will probably find it limiting.

33%





SKELETON KREW: Never judge a game by the screenshots. Remember *Rise Of The Blinking Robots*? *Skeleton Krew* looks the part, but the essential element known as gameplay? Sorry.

SKELETON KREW

Core Design ■ 01332 297797 ■ £34.99

And we were so looking forward to Core Design's *Skeleton Krew*. Wonderful isometric view, fabulous graphics, enormous sprites; it can't fail we thought. We were wrong. Yes, it really does look most excellent, the Krew are mighty, robotic beings with bad guns, yet the game is interminably dull because there is so little variety in the gameplay.

You move through the levels and shoot the baddies – not in itself a bad thing but this is ALL YOU DO. *Skeleton Krew* is the shoot-em-up follow-up to the bouncing *Banshee*. But you really don't know why you're shooting this endless wave of aliens – there is no obvious reward for your hard work, no bonus games or anything. As difficult (for it is), dull shoot-em-ups go, *Skeleton Krew* is right at the top of the pile. And we were so looking forward to it. Shame on you.

THEY'RE COMING AROUND AGAIN FOR A TENNER

The following titles are all available from Kixx (0121 625 3311) at the princely sum of £9.99 each. They've all been on the shelves before so we'll whisk through them with a whoosh, or something.

Wild Cup Soccer (25%) is a brutal sports game, not disimilar to *Brutal Sports Football* except it isn't nearly as good. Don't buy *Wild Cup Soccer*. Frankly, it's dire. *Brutal Sports Football* (85%), however, is feisty fare, an American football-style game with an arsenal Arsenal would be proud of. Gore galore. Ten pounds well spent, particularly if you have friends.

Ah, the ubiquitous Mr Pond. *James Pond 2* (86%) is a mighty fine platformer. The fishular fun rolled in at £30 on its release and our reviewer lamented the lack of extra stuff Millenium could have bunged on, such as the original *JP*. Well, it's £20 cheaper now and the best platform game you can get for the price on the CD32. Buy. Buy.

James Pond 3 (70%) was a disappointment to most. A couple of mags raved, we stood back and with forefinger and thumb resting on chin, pointed out that it was no great shakes. It ain't bad but if you're going to make a choice, take two.

Global Effect (68%) is an environmental god game, which is not a subject the CD32 is blessed with in abundance. You can create a planet, attempt to save a damaged planet or battle a rival god. *Global Effect* is quite ridiculously complex, which rather butts in on the entertainment value. Patient gameplayers may eek a certain amount of satisfaction, but others will probably be both bewildered and frustrated. Shame.

Morph (85%) is a platform puzzle game in the *Putty* mode, which is a good thing.

Not for frenetic platform rompers, it's more a considered diet of problem solving and the odd bit of joystick wizardry. I said there was no justification for its £35 price tag, despite its quality. It's a good buy now, though.



WILD CUP SOCCER: Why oh why was this released after the fulsome *Brutal Sports Football*? It's an abomination. It's as bad as *International Rugby Challenge*. Almost.



MORPH: Not the little chap who used to appear on *Take Hart*. Obviously. More the Putty fellow who scales platforms and solves puzzles. Endearing for a tenner.

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Stephen Bradley takes a look at the latest crop of re-releases. They're a pretty mixed bunch, so there should be something for everyone here.

Re-Releases







ABOVE: The idea behind *Lemmings* is to freeze the frame then work out exactly how to finish the level. Or you could play it properly.

RIGHT: A benchmark of the god genre, Meier's *Civilization* takes hundreds of years to play.

Fly me to the moon, on to Mars, Jupiter and, most amusingly, Uranus. David Braben's *Elite II* involves a lot of cruising around.

AWARD WINNERS PLATINUM

Empire 0181 343 7337 ■ £34.99
Lemmings *AF20* 92%
Civilization *AF38* 94%
Frontier: Elite II *AF54* 90%

A mixed bag, indeed. *Lemmings*, the game that made the Amiga, ahem, what it is today. A fabulously original and playable concept – chances are, you've made your mind up about this game anyway. But for the uninitiated, *Lemmings* is point 'n' clickular saving of the tribes fare, and executed with some aplomb 'tis too. But you've already got it, haven't you? It *is* four years old.

There's 6,000 years of empire building at your disposal in Sid Meier's *Civilization*. Commence with a band of settlers, build a city, start an army and in the winking of an eye, it's hello new order. This, as you might expect, is not a game you can boot-up and casually click around with for half an hour. Oh no. You have to be military general, religious leader, diplomat, Kevin Keegan, Edwina Currie, Orvil... *Civilization* stands the test of time – it's one of the best examples of the genre. We like.

Space to fly and an abundance of trading opportunities. Weh hey. *Frontier: Elite II* remains an incredibly popular game though many feel it's not up to the original (myself included). Sure, it is huge but whether you want to expend so much time roving around doing very little is another matter. Oh, it's not a BAD game, just a bit dull really. An odd compilation.

SPACE HULK

Hit Squad 0161 832 6633
***AF52* 77% ■ £14.99**

Bang, bang, and indeed, pop, pop. The Space Hulks await careful investigation for they hold action and adventure for the player, particularly he who is the Imperial Captain Of The Dark Angel Chapter Of Space Marines.



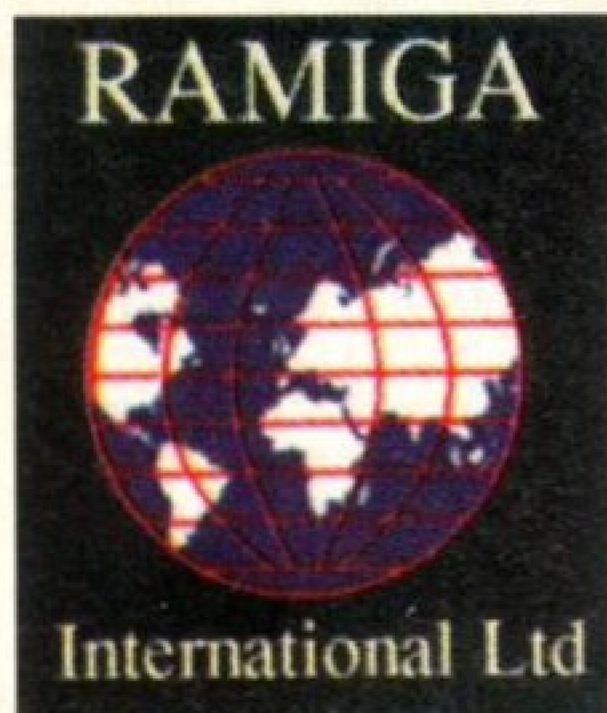
The premise is this. Large derelict spacecraft (the Hulks) are blockachocka with aliens. Said aliens require removing. How? You, big chief, you,control the terminators, cunningly combining strategy and sheer violence.

There are two main screens – one is a first-person perspective of each terminator, the other, a planning screen where you direct operations. The aliens move considerably faster than your chaps dictating that the path to success lies along Strategy Avenue. Freezing the action allows you to oversee the terminators into position before striking – it's stop, start, stop, start stuff. Freeze screen, plan move, execute move, then onward. And *Space Hulk* looks just fine – despite its initial complexity, it's strategic fun with the odd blast.



SPACE HULK: The incredible *Space Hulk* scored a creditable 77 per cent first time around. Now re-released, the score has gone up slightly 'cos it's cheaper. That's how we do these things, see.

Continued overleaf ➡



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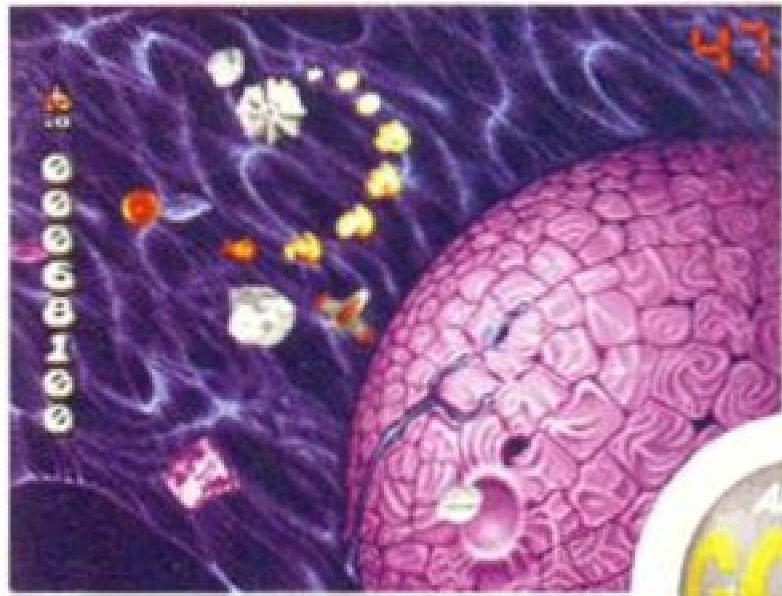
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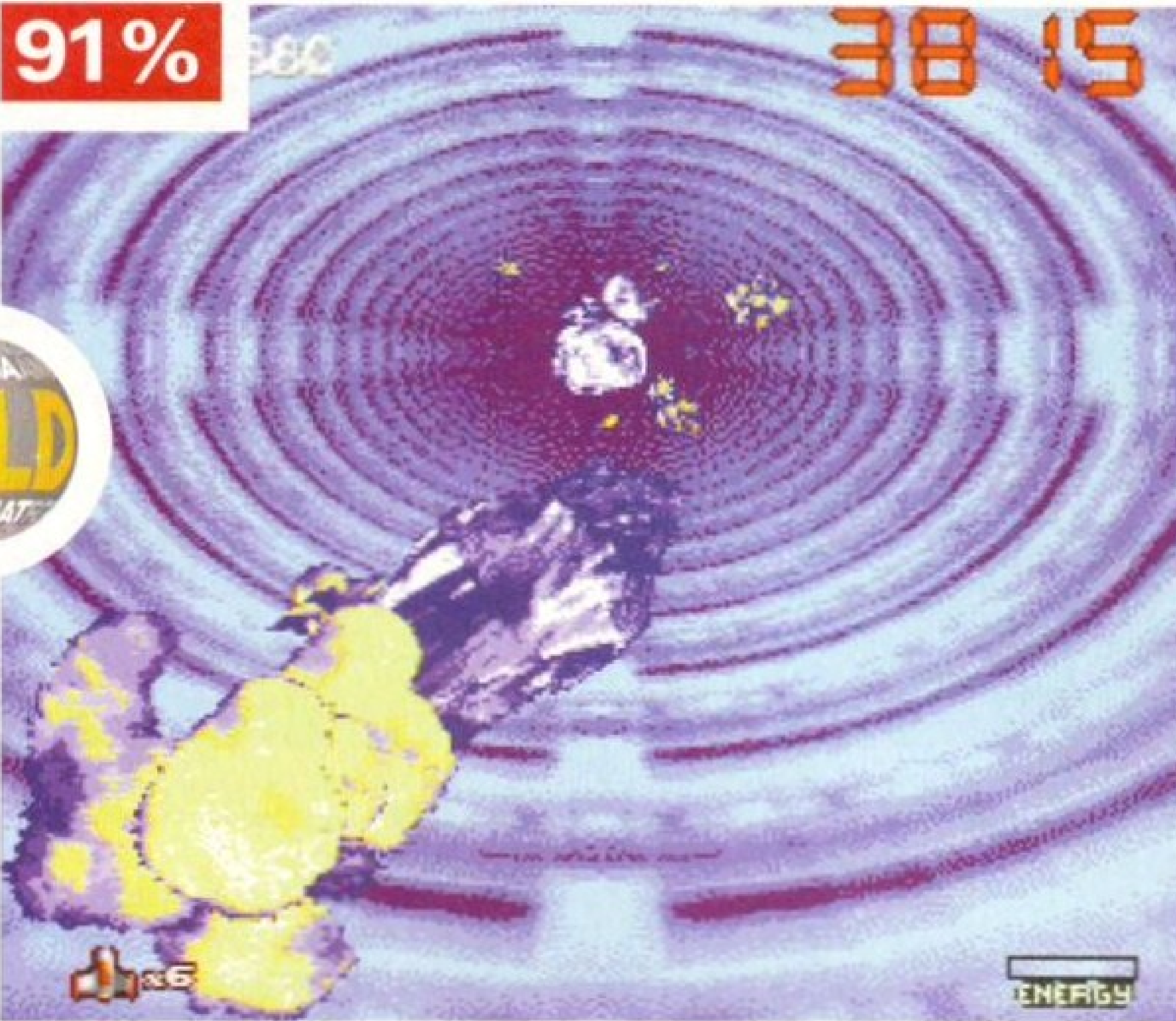
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STARDUST: Not a lot of people know that Essex and Starr were in *That'll Be The Day*. Starr wasn't in *Stardust* but Essex was. Storm knew Starr but Starr left the Hurricanes and became a Beatle.

← STARDUST

Daze Marketing 0171 372 7435, *AF55* 88% ■ £9.99

The recently released *Super Stardust* caused a bit of a stir at both *AF* and sister mag *Amiga Power*. We loved it. In fact we loved its predecessor *Stardust* first time around but it failed to make an impression on the charts, even at £17. Well it's a tenner now so there really is no excuse.

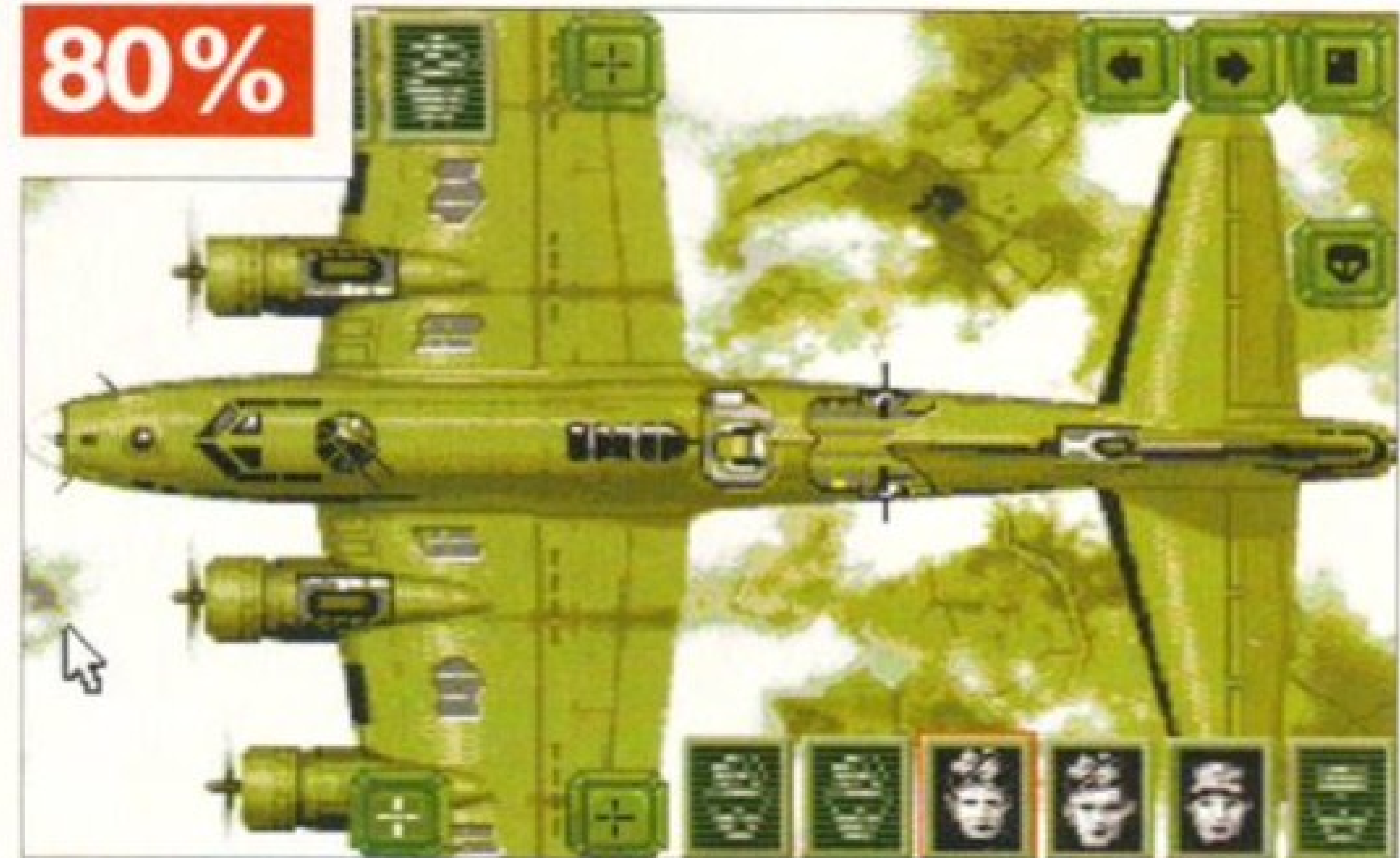
Stardust is a ray-traced, parallax scrolling version of arcade classic *Asteroids*. The explosions are visually the best ever, apart from Uncle *Super Stardust*'s and there are enough levels to keep the most hardened blaster busy. OK, so it doesn't break boundaries but then why change a formula which ain't broke? Quite tremendous, you'll agree.

B-17 FLYING FORTRESS

Powerplus 01276 684959
***AF46* 91% ■ £16.99**

The Amiga has a ridiculous amount of flight sims. I really can't keep up with them. What with your *F-15*s, your *B-17*s, your *F-19*s, your *Knights Of The Skies* – it's quite phenomenal. The B-17 is a 60-year-old Flying Fortress, a plane used to bomb occupied Europe in the Second World War. A muddy funster of a craft.

The B-17's crew of 10 are computer controlled but can jump into any particular role you fancy (left back in Blighty sounds fine, thanks) – you can pilot, gun, navigate – you know the sort of thing. Detailed stuff this; certainly not for those that like to get airborn immediately and blast down enemy planes. It's technical, realistic and fun for some members of the family.



B-17 FLYING FORTRESS: Remote Birmingham postal codes aside, *B-17* is a complex Second World War flight simulator. The sort of thing Microprose always do.

TORNADO

Action Sixteen 01276 684959
***AF56* 80% ■ £16.99**

The depth, the realism, the sheer attention to detail. The gameplay? Well, it really depends on how quick the old Amiga is. A500/600, forget it. A Robin Reliant attached to a hang-glider moves faster. Included in this little lot is a ground-based simulator, hi-tech hardware galore, a multitude of campaigns and a head-to-head two-player option.

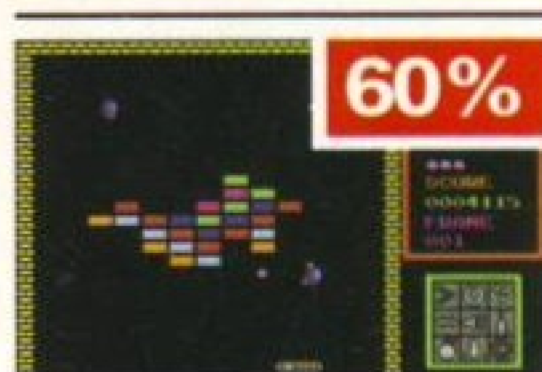
This makes *B-17* look like an out-and-out shoot-em-up. If you like life in the slow lane and are prepared to do some serious homework then *Tornado* could be a revelation. It's technically very impressive but this rather affects the actual enjoyment of flying which is why I prefer the rickety First World War sims. But that's me.

In head-to-head mode, the weaponry is so sophisticated that you don't need to see your opponent to gun him down – no chance of dogfighting, but a spotters delight.



TORNADO: The keyboard is the tool of the crack pilot. If you don't know your F-10s from your F-19 Stealth Bombers, chances are you'll be dead before dawn breaks. Bad news.

Continued overleaf ➡



A game with small batons and balls. And building blocks. And lager. That woke you up.

IMPACT '95

Audiogenic 0181 424 2244
Not reviewed in *AF* ■ £9.99

The disk has 1987 firmly stamped on its plastic. But, we are reliably informed, this is *Impact 1995*, featuring the original's 80 levels and a further Ninetiesmungous 48. That's 128 levels maths fans. Look, this is *Arkanoid*, this is fancy *Breakout*, this is compelling. Unfortunately, you only get five lives and a password after every 10 levels. That's every 10. But fear not, for pick-ups are at hand – collect the tokens and buy some decent kit like the extended bat, the fabulous magnetic mat and even the magic word multiball.

Audiogenic have even been kind enough to include a level designer – screens 81 to 148 only, mind and you can chuck in different coloured bricks and designs. *Impact* is a bit groggy really; it certainly won't change the way you see the world and surely there's many a PD version of *Breakout/Arkanoid* doing the rounds. Still fun, though.



ELITE PLUS: David Braben is presently working on *Fluffy The Little Cuddly Tiger*, a cute platform game like *Rainbow Islands*. No, that's wrong. He's still finishing *Frontier: II First Encounters*.



ELITE PLUS: Buy low, sell high. That's the secret of success in *Elite Plus*.

← ELITE PLUS

Action Sixteen 01276 684959
Not reviewed in *AF* ■ £16.99

Elite, Frontier: Elite II and shortly *Frontier II: First Encounters*. All David Braben, as is *Elite Plus*, a refined version of *Elite* with superior graphics and some pretty pictures. *Elite Plus* is a space trading game, an old space trading game, but nevertheless, it remains in a class of its own. It isn't bogged down by *Frontier*'s flying-about-for-bloody-ages-with-not-a-great-deal-happening yet it's still huge.

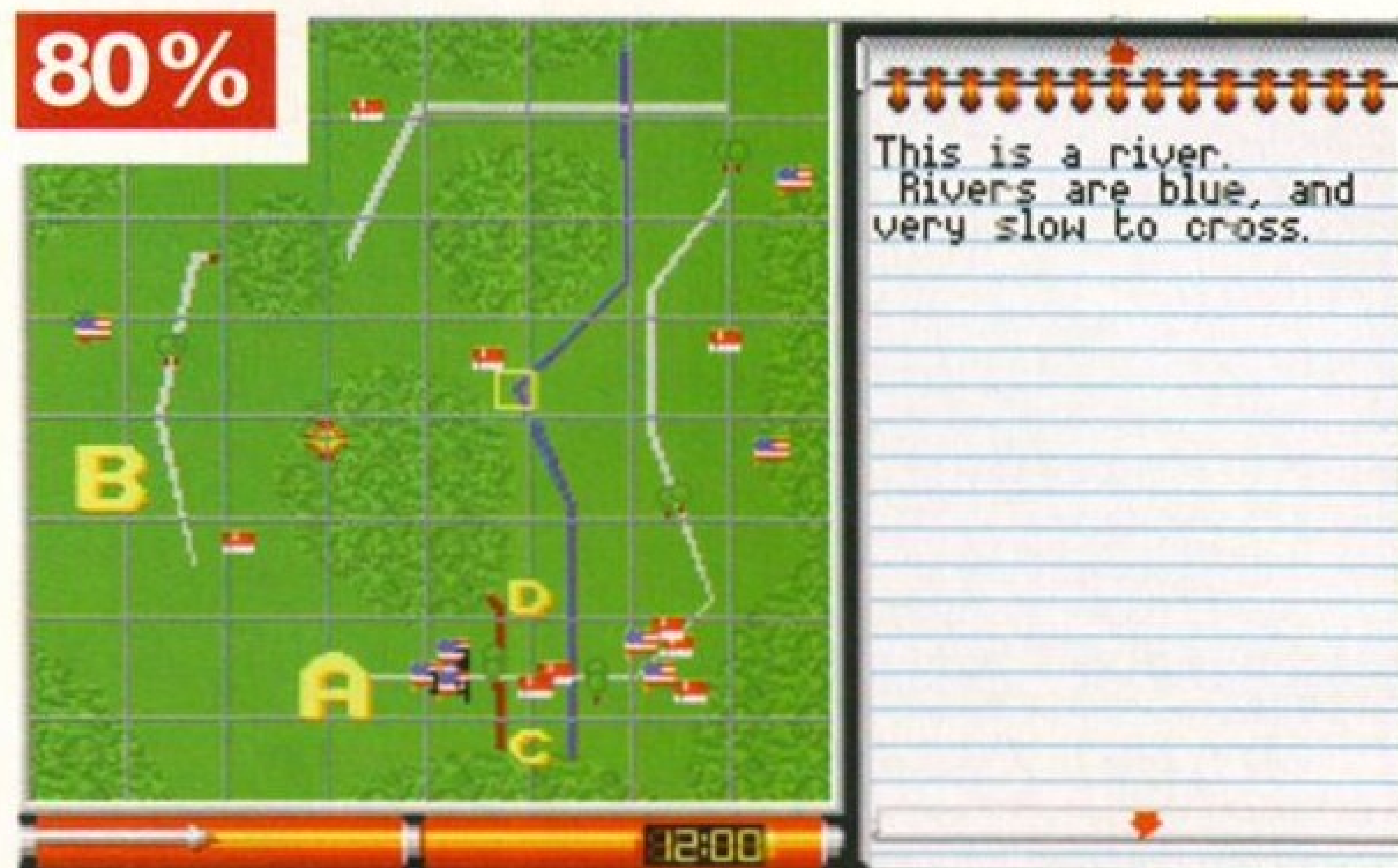
The 3D graphics look just fine and the combination of arcade and strategy opens a multitude of gameplay options. You can trade, building up your fortune in the process, or the daring may wish to engage in the bounty hunting of the erm, bounty hunter. The combat sequences are still better than a lot of more contemporary games and there really is no good reason why you shouldn't buy this. Apart from the fact it's £17.

TEAM YANKEE

Action Sixteen 01276 684959
AF16 81% ■ £14.99

Four and a half years old this. Pensionable really, in these times of rapid change. But hold on there squire, for we know only too well that old can be gold. Take *Pong*. Go on. *Team Yankee* is about team tankees, 16 in all and you have to manoeuvre them to victory, crushing Russians in the process. It's basically a point 'n' click war strategy game, by the way. So how can you control 16 tanks? Well, the game has two modes – either control a four-tank unit in full-screen or control the lot in a four-way split-screen.

Team Yankee looks rather basic – it's getting on a bit, yet age does not diminish the strategic elements of gameplay. Units are moved by selecting the map then clicking on the destination and off they go. Win five battles and promotion is yours. The actual blasting is a mouse-clicking operation, as is turret moving. An ageing classic, though you won't pick it up in minutes.



TEAM YANKEE: Don't be put off by the title. You don't have to be coach, you just direct your tanks to the correct field position and look for a touchdown on the other tank's territory. That's right.

JURASSIC PARK

Hit Squad 0161 832 6633
***AF55* 73% ■ £14.99**

A viewed-from-the-stand shoot-em-up-cum-adventure, with a first-person perspective 3D section, sounds attractive. And indeed, *Jurassic Park* could've been, but you have to meander interminably, seeking action.

It's a game for The Happy Wanderer. Through parks, along rivers, down roads. You wander. Animals large and small occasionally appear, and you unload a couple of rounds of fire into their midriff before wandering on. Log on to various terminals around the park. And wander on.

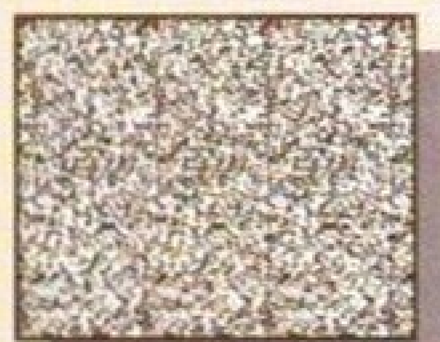
Yes, *Jurassic Park* is a Nice Game. Pretty, too. Sumptuous graphics. Yet the same creatures appear time and again – dispatching them becomes irksome. The texture-mapped 3D levels are considerably better; frightening even, with dinos roaming through a maze of underground passages.

This cannot save *Jurassic Park* from the could've-been-a-lot-better bin.



JURASSIC PARK: Locked outside of the fabulous dinosaur park with two bloody kids and a machine gun. Now if I could just get rid of the kids, I could scale the wall. Lightbulb above head.





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The large picture shows, among other things, practical applications of Palette Merge and Color Average Resize (used to scale and combine all items), Color Quantization (applied to 24-bit images), Gradient Fill and Alpha Channel (used to create the shadow) and various other image processing effects.



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From the International Press

Animation is fast and effective, particularly because of the innovative storyboard feature.

Virtual memory is fantastic if you don't have enough real memory in your machine.

The image processing tools are bountiful and versatile as always, and the 24 bit printing is again excellent. It certainly pushes printers to their limits, and the results may very well surprise you.

PPaint is unbeatable at handling the palette and in remapping quality.

Font handling on PPaint has always been fantastic. I like the way that you can type directly over the screen and still use the cursor and delete keys for editing, even if you've typed a whole screen full of text.

The alpha channel is simple to use and yet a very powerful feature normally found on expensive 24 bit programs.

Rating: 90%

Gary Fenton, Amiga User International, Great Britain

What do BBS users, C programmers, Bridgeboard users and Amiga artists have in common? Give them all a copy of Personal Paint and you'll find out.

Fred Hurteau, Amiga World, USA

hat installer happens to be one of the friendliest nd most intelligent I've had the pleasure to e... PostScript output is finally supported by a aint program!...

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ing: 92%

dley Storey III, Amiga Down Under, Australia/NZ

xcellent piece of software: stable, user ly, fast. It is packed with unique features that make it very precious in many difficult situations: color quantization, palette merge, image processing, PostScript color separation, professional Preferences printing and many more.

Highly recommended, both to novice users, who will take advantage of the excellent documentation and the intuitive user interface, and to experienced professionals of different fields such as graphics, DTP, programming and multimedia.

Editorial, Amiga Magazine, Italy

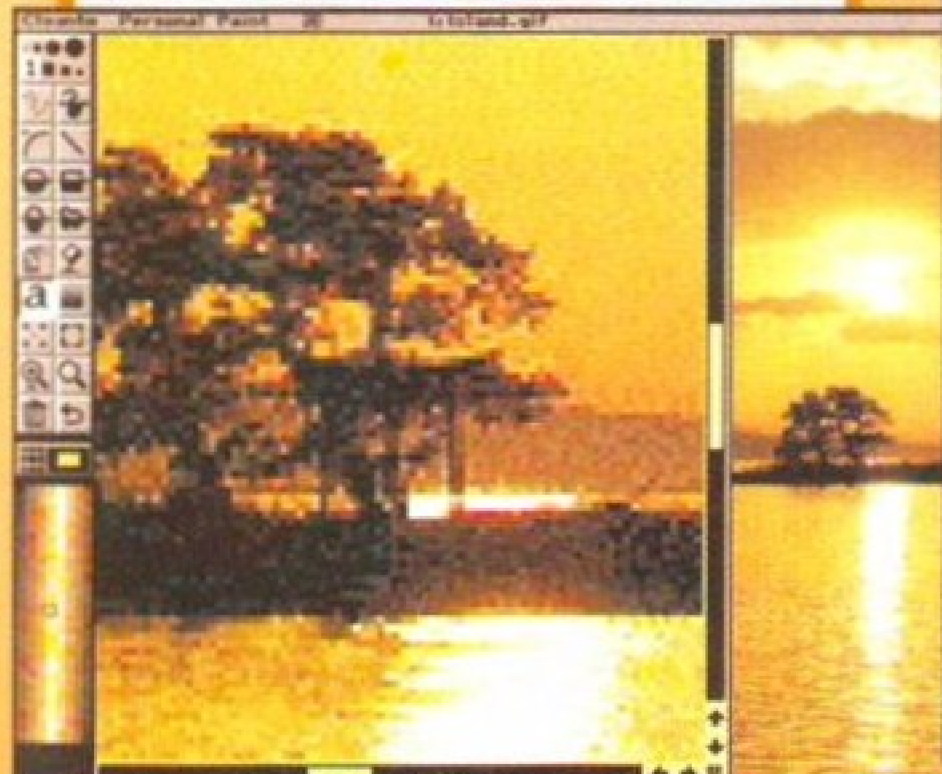
As a professor of plastic arts and counselor at the film institute, I'm always in search of tools which succeed in combining ease of use with a range of original features. My most recent discovery has been Personal Paint.

This time, I don't need a dictionary to read the manual. It is direct, clear and concise. It is detailed, yet simple and perfectly accessible to the beginner.

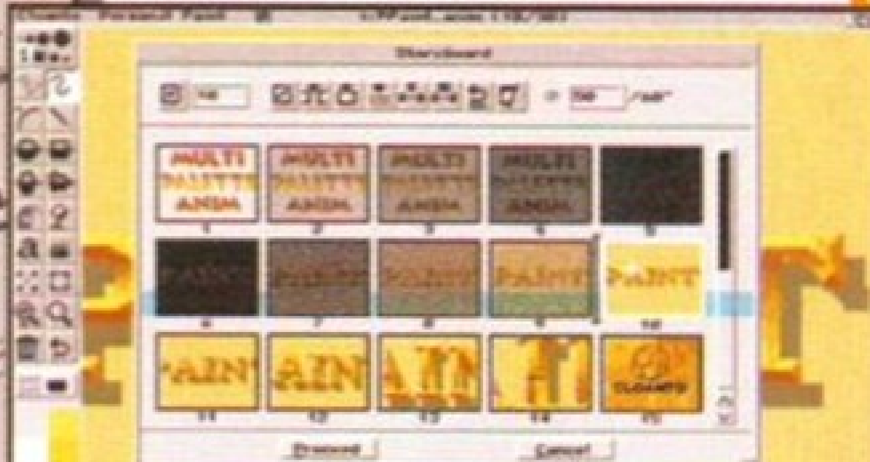
Christian Hamoneau, AmigaNews, France

... If you cannot believe all this to be true, read our review.

Rating: Editor's Choice







Animation Features: Storyboard, Superior Compression, Multiple Palettes, Frame-by-Frame Timing...

SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

Hundreds of you wrote in with the Fatality, Babality and Friendship moves for *MKII*. Steve McGill presents them in their full, gory, bone-crunching detail...

GameBusters

In *AF67*, we challenged you to prove how good you are at *Mortal Kombat II* by sending us a full list of all the Fatality, Friendship and Babality moves. Hundreds of you leapt at the opportunity to describe the atrocities you could commit, often in quite gory detail. OK, so half of you who sent in tips probably read them elsewhere, copied them and then sent them to us (cynical, us?), but for the rest of you beat-em-up fans, here is the complete list for all the *MKII* characters.



Less sanctimonious and patronising than any other anti-drug message, *Format* says, "Don't chase the Dragon kids." Shang Tsung did and this is what happened. Let that be a lesson to one and all.

LIU KANG

Fatality 1(Dragon Morph): **D-T-A-A-HK**
Distance: **Very close**
Fatality 2 (Upper Cut Combo): **Rotate 360 degrees away from opponent**
Distance: **Very close to about one jump away**
Friendship (Disco Dance): **T-A-A-A-LK**
Babality: **D-D-T-A-LK**

KUNG LAO

Fatality 1 (Cut 'Em In Half): **T-T-T-LK**
Distance: **Outside sweep range**
Fatality 2 (Decapitation): **Hold LP-tap-A-T-release LP**
Distance: **Full screen**
Friendship (Pull Rabbit Out Of Hhat): **A-A-A-D-HK**
Babality: **A-A-T-T-HK**

JOHNNY CAGE

Fatality 1 (Torso Pull): **D-D-T-T-LP**
Distance: **Very close**
Fatality 2 (Upper Cut Decapitation): **T-T-D-U**
Distance: **Very close**
Friendship (Autograph Of Portrait): **D-D-D-D-HK**
Babality: **A-A-A-HK**

SUB-ZERO

Fatality 1– Step One (Deep Freeze And Upper Cut): **T-T-D-HK**
Distance: **Just outside sweep range**
Fatality 1– Step Two: **Move in tap-T-D-T-HP**
Distance: **Very close**
Fatality 2 (Gut-Bursting Ice Grenade): **Hold LP-tap-A-A-D-T-Release LP**
Distance: **Full screen**
Friendship (Buy a Sub Zero Doll): **A-A-A-D-HK**
Babality: **D-A-A-HK**

SHANG TSUNG

Fatality 1 (Body Possession): **Hold HK for two seconds then release**
Distance: **Just inside sweep range**
Fatality 2 (Steal the Soul): **Hold block-**

Continued overleaf ➡

CHEAT!

Guilty. We shall hang from the neck until dead. We didn't check. We should have. A few of you wrote in saying the same thing about *Sensible World Of Soccer* – that if you press the W key during a game, you can end the match and gain two goals.

You can't if you're honest and have paid for a real copy of the game. Only pirated versions contain this cheat. **C Hinchcliffe** of Huddersfield, you are even more of a bloody cheat than we thought. Your details are on their way to FAST.

KEY

D – Down
U – Up
T – Towards
A – Away
LK – Low Kick
HK – High Kick
HP – High Punch
LP – Low Punch

HELPING HAND

A problem shared is a letter to Steve Bradley who's only too pleased to lend befuddled readers a Helping Hand.

TWELVE, ANGRY MAN

I'm stuck on mission 12 of *Cannon Fodder*. I can't destroy the factory on the sixth phase – please help.

Dave Rawtenstall, Lancashire

Dave, place a soldier on each of the three pressure pads – this will get the helicopter down from the factory roof. Jump in and fly up to the roof, then get into the turret and blast everything in sight. But to finish the level, shoot all the bunkers and the factory – best to blast the door until it flies off. Thanks to Cam Winstanley from Amiga Power *for the info. Well, thanks to his book.*

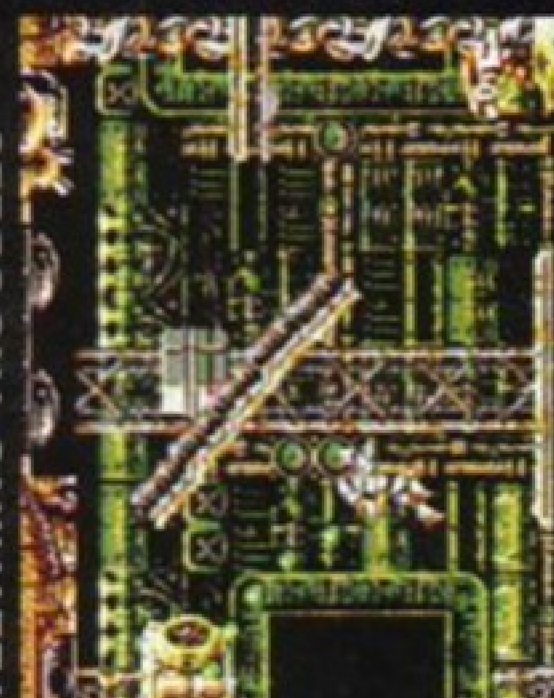
MCKRACKED IT!

I bought the LucasArts Classic Collection for Christmas and I'm rather stuck on *Zak McKracken And The Alien Mindbenders*. I need to light a fire in the cave in Seattle so I can read the strange markings on the wall. Help.

J Ainge, Birmingham

Presumably you've made it to the entrance of the cave. Turn on the lighter and head to the right of the cave – there's a bird's nest and, on the floor, a fire pit. Bird's nest, fire pit, lighter – yes. The markings on the door on the far right are now distinguishable.

TEETHING TROUBLES



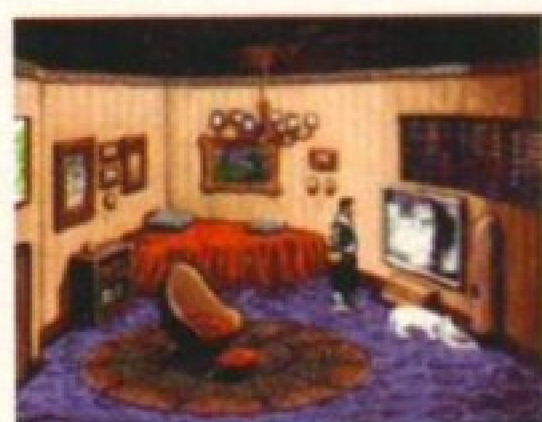
Turrican 2 is terrific fun, and that much easier if you've got infinite lives.

Hello, I've been struggling to get very far with with *Turrican 2* for an age and I'm not progressing. Are there any cheats to help me out?

Martin McClellan, (a dentist) Bury

Head to the music menu by pressing the Help key, now press 4, then 2. Hang on for about 15-20 seconds, then press Escape twice. You now have infinite lives and special weapons. You are now the biggest cheat in the dentist world who has an Amiga and Turrican 2.

Continued overleaf ➡



BENEATH A STEEL SKY

S Gagen of Sudbury has worked day and night to bring you the codes for the CD32 version of *Beneath A Steel Sky*. And here they are.

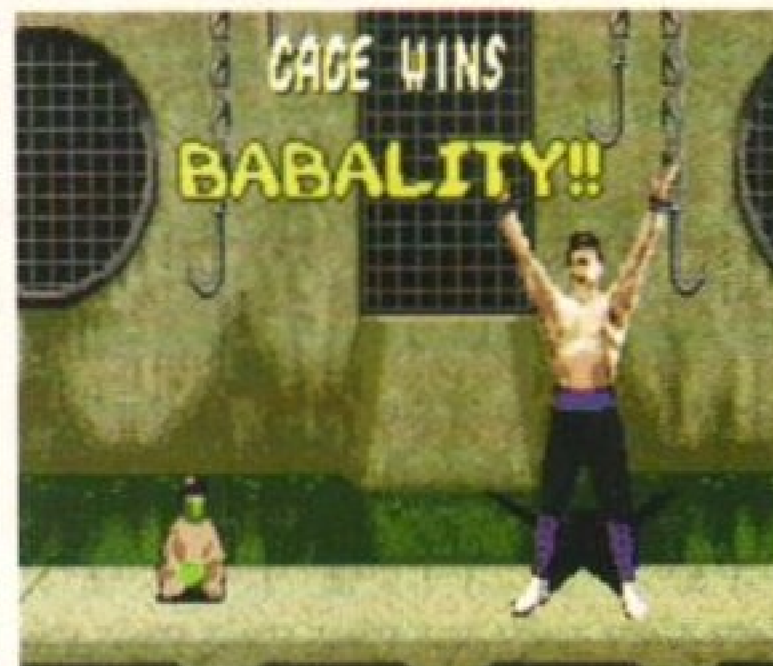
Code	Locations
709124	Overman connected with LINC.
192837	The mutt's nuts.
543691	Must be the power supply to something.
810354	But it's not working.
754267	This could be the most stupid thing I've ever done.
180283	Dog biscuits.
986254	A secret tunnel, eh?
280870	A subway! Like those built by giant rabbits.
648912	Yes! I killed that android. What now Joey, old friend?
409626	The end is near.

KEY

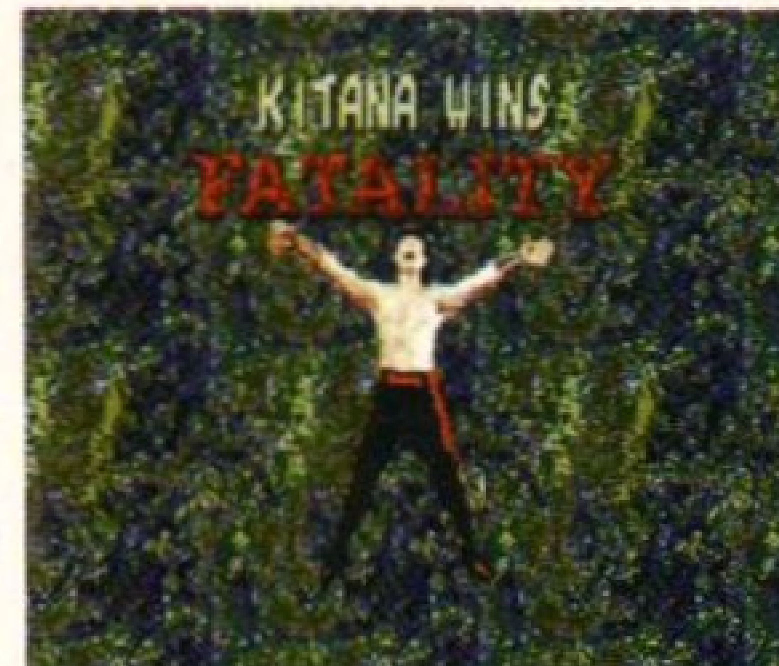
D – Down
U – Up
T – Towards
A – Away
LK – Low Kick
HK – High Kick
HP – High Punch
LP – Low Punch



Liu Kang finds that hanging around can be pretty painful and definitely unconducive to health and well-being.



After finding himself in a no win situation, Johnny Cage thanks his lucky stars that he won rather than lost.



Sure, there have been maimings, mutilations and death in *Mortal Kombat II*, but none of them really serious.

⬅ **tap-D-D-U-LK**
Distance: **Very close**
Fatality 3 (Kintaro's Body Blow): **Hold LP for 30 seconds during the match and then release**
Distance: **Just inside sweep range**
Friendship (Rainbow Joy): **A-A-D-T-HK**
Babality: **A-T-D-HK**

KITANA

Fatality 1 (Kiss of Death): **Hold LK-tap-T-T-D-T release LK**
Distance: **Very close**
Fatality 2 (Fan Decapitation): **Block-block-block-block-HK**
Distance: **Very close**
Friendship (Birthday Cake): **Hold block-D-D-D-U-LK**
Babality: **D-D-D-LK**

RAYDEN

Fatality 1– Step 1 (Electrocution): **Hold LK for six seconds then release**
Fatality 1– Step 2: **Tap-block-LK**
Distance: **Very close**
Fatality 2 (Upper Cut Explosion): **Hold HP for eight seconds then release**
Distance: **Very close**
Friendship (Kid Thunder): **D-A-T-HK**
Babality: **Hold block-tap-D-D-U-HK**

BARAKA

Fatality 1 (Decapitation): **Hold block-tap-A-A-A-A-HP**
Distance: **Very close**
Fatality 2 (Body Implement): **A-T-D-T-LP**
Distance: **Very close**
Friendship (Birthday Present): **Hold block-U-T-T-HK**
Babality: **T-T-T-HK**

REPTILE

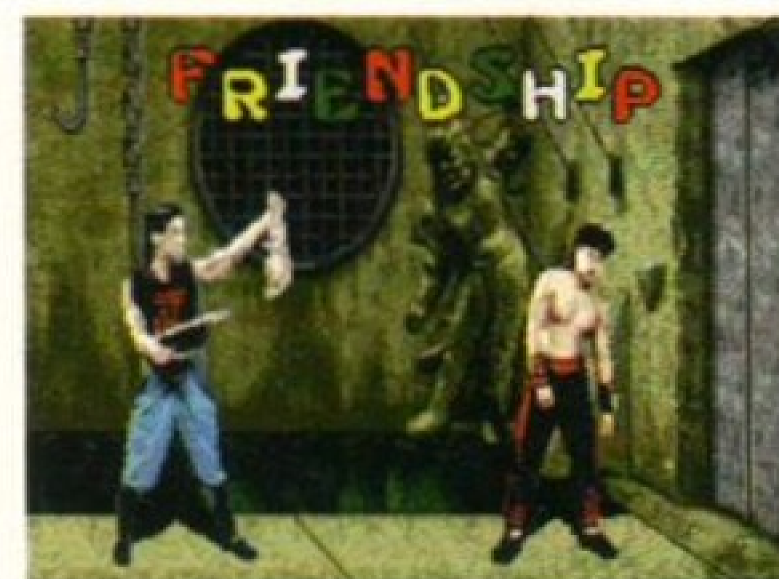
Fatality 1 (Head Snap): **A-A-D-LP**
Distance: **One jump away**
Fatality 2 – Step One (Disappear Then Slice): **Hold block-tap-U-U-D-HP**
Fatality 2 – Step Two: **Move in tap-T-T-D-HK**
Distance: **Very close**
Friendship (Buy A Reptile Doll): **A-A-D-LK**
Babality: **D-A-A-LK**

MILEENA

Fatality 1 (Slice & Dice): **T-A-T-LP**
Distance: **Very close**
Fatality 2 (Suck 'Em Dry, Spit Out The Bones): **Hold HK for two seconds then release. Alternatively, hold back and rapidly tap HK**
Distance: **Very close**
Friendship (Grow A Flower): **Hold block-tap-D-D-D-U-HK**
Babality: **D-D-D-HK**

SCORPION

Fatality 1 (Flaming Bones): **Block-U-U-HP**
Distance: **Step outside sweep range**
Fatality 2 (Jugular Cut): **Hold HP-tap-D-T-T-T-release HP**
Distance: **Very close**



"Get one more of those dance steps wrong and the rabbit gets it," grimaced Kung Lao to a visibly shaken Liu Kang. Allegedly.

Friendship (Buy A Scorpion Doll): **A-A-D-HK**
Babality: **D-A-A-HK**

JAX

Fatality 1 (Fist Clap): **Hold LP-tap-T-T-T-release LP**
Distance: **Very close**
Fatality 2 (Rip Off The Arms): **Block-block-block-block-LP**
Distance: **Just inside sweep range**
Friendship (Paper Dolls): **Hold block-tap-U-U-D-LK**
Babality: **Hold block-tap-D-U-D-U-LK**

Our thanks, and the games up for grabs, go to **Steve Sells of South Yorkshire.** He stated that he wanted *Sensible World Of Soccer*, but didn't mention the other two. Get in touch with us Steve.

⬅ SLIDE AWAY

I'm as stuck as can be on *Silkworm*. Have you got any cheats to help me out?

Wayne Petzler, Ettalong, Australia

Have we got cheats? Hold down the Help key, press the Fire button to kick off the game – you are now endless of life and you can shoot to any of the 10 levels simply by pressing 1-10 and the minus key.

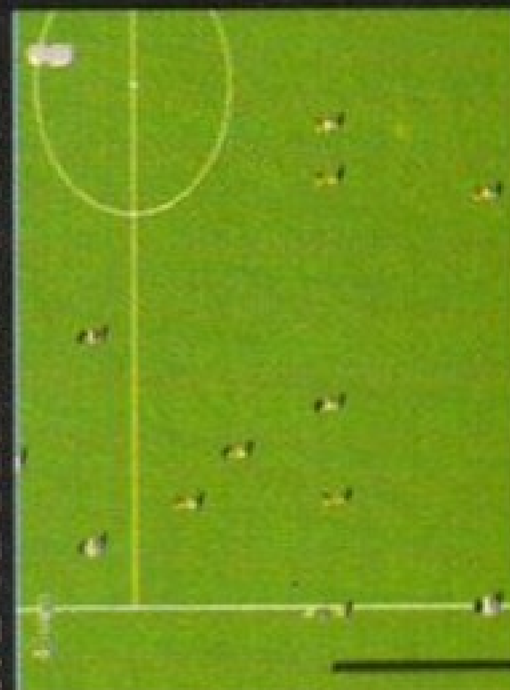
BAIL ME OUT

Is there any cheat for *Police Quest II*? I can always get to Cotton Cove but Jessie Bains blows me away. How can I stop him from killing me?

Jonathan Astbury, Lever, Bolton

When Bains arrives, you should be hiding behind the pipe. Type fire gun and keep ducking behind the pipe – you need to bag him twice to finish him.

WE'VE BEEN RUBENED!



Despite netting 60 goals, the boy Sosa's value mysteriously dropped by £2.5m.

Why, in *Sensible World Of Soccer* do your players go down in value when they are banging the goals in left, right and centre? I bought Ruben Sosa for a hefty £4.5m but despite scoring 60 goals in a season, his value dropped to £2m.

Chris 'Carlton' Palmer, Leicester

Player values depend to a certain extent on the quality throughout the team. A great player playing in a poor side may perform to the best of his ability yet drop in price. Are you playing Ruben in his right position? A few SWOS-playing folk have had problems with player depreciation and we're endeavouring to discover what the Graham Taylor's going on.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll try our best to print it.

Send it to: HELPING HANDS, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA12 2BW.

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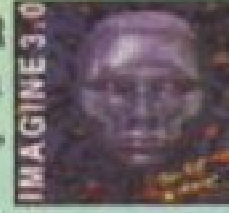
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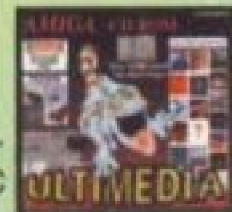
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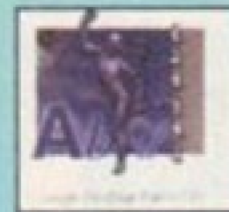
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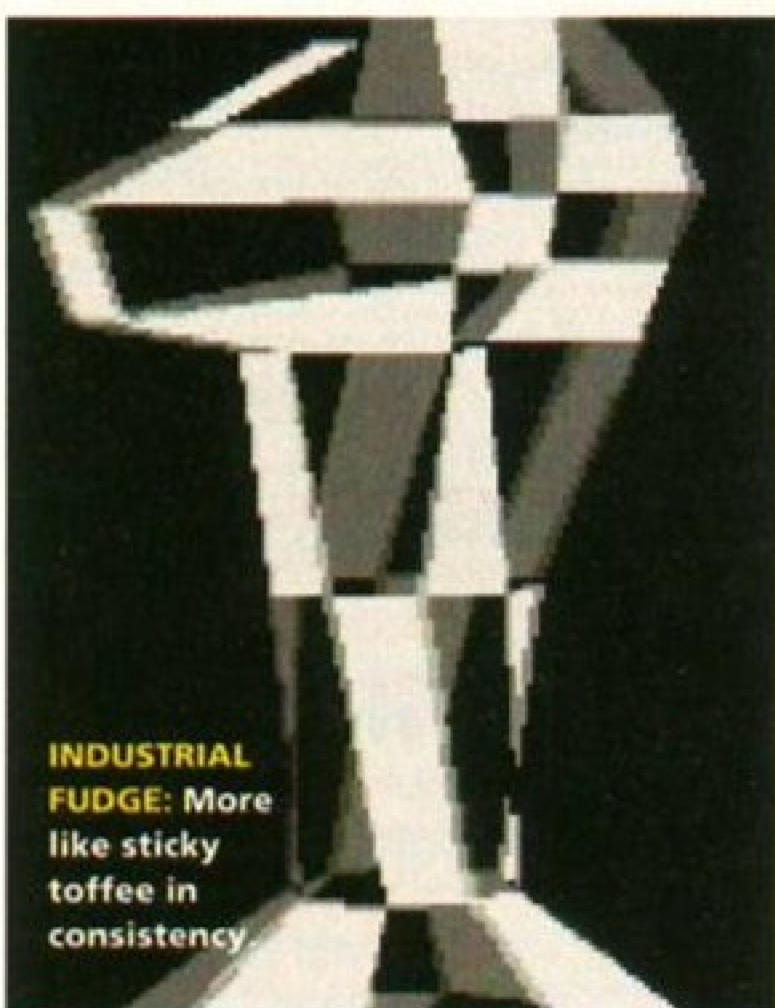
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We've changed the style of PD Select a little so you can check out the details of each program at a glance. And we've included a PD Selection of the month category. Steve McGill puts together an explosive collection of the brightest and best PD...

PD Select



THE HONEYCOMB: Tom and Jerry never got the hang of the digital revolution about to take place in the Nineties.



INDUSTRIAL FUDGE: More like sticky toffee in consistency

THE HONEYCOMB

SLIDESHOW

By _______________ *TRSI*
PD Library _______ *Freestyle PD*
No Of Disks ___________ *Two*
Price _____ *£1 per disk plus 50p p&p*

The Honeycomb is a slideshow which you are either going to love or hate.

Many of the images don't so much teeter on the edge of cliché and stereotype but dive fully clothed into the grey, yawn-inducing, endlessly debated world of sexism and ingrained patriarchal male power complexes. Or something.

Lovers of the tasteful Athena postcards and posters (there *are* some) should feel at home with this offering. In fact, if you imagined TRSI working in conjunction with Robert Maplethorpe and being commissioned by the above retail chain, then it's easy to imagine *The Honeycomb* as the creative ejaculation of their efforts.

Admittedly, some of the fantasy pictures in here have no discerning characteristics from any other fantasy illustrations. But they are the exception. The other images are either sexy, cheeky, funny, or disturbing. Mildly recommended.

INDUSTRIAL FUDGE

DEMO

By _______________ *Frontier*
PD Library _________ *MG's PD*
No Of Disks ___________ *One*
Price ____ *90p per disk plus 70p p&p*

Hold the pickles, hold the lettuce, special orders don't upset us, all we ask is that you serve it our way.

Unfortunately, *Industrial Fudge* serves it up any which way but ours. Lacklustre and lackadaisical, it makes a laconic lacerated lackey of those who choose to watch it.

It's not technically incompetent or anything, it's just not interesting. The

Continued overleaf ➡

DID YOU KNOW?

According to the *Amiga Format* reader survey results, 80 per cent of you have bought PD software. About 25 per cent of readers buy PD software regularly, 43 per cent buy PD stuff occasionally and 12 per cent of readers have bought just once.

PD Selection of the month

GRAVITY FORCE 2

GAME

By _______________ *Barf And Mad Lamer*
PD Library _______ *All Good PD Libraries*
No Of Disks _______________ *One*
Price ___________ *75p to £1.50 per disk*

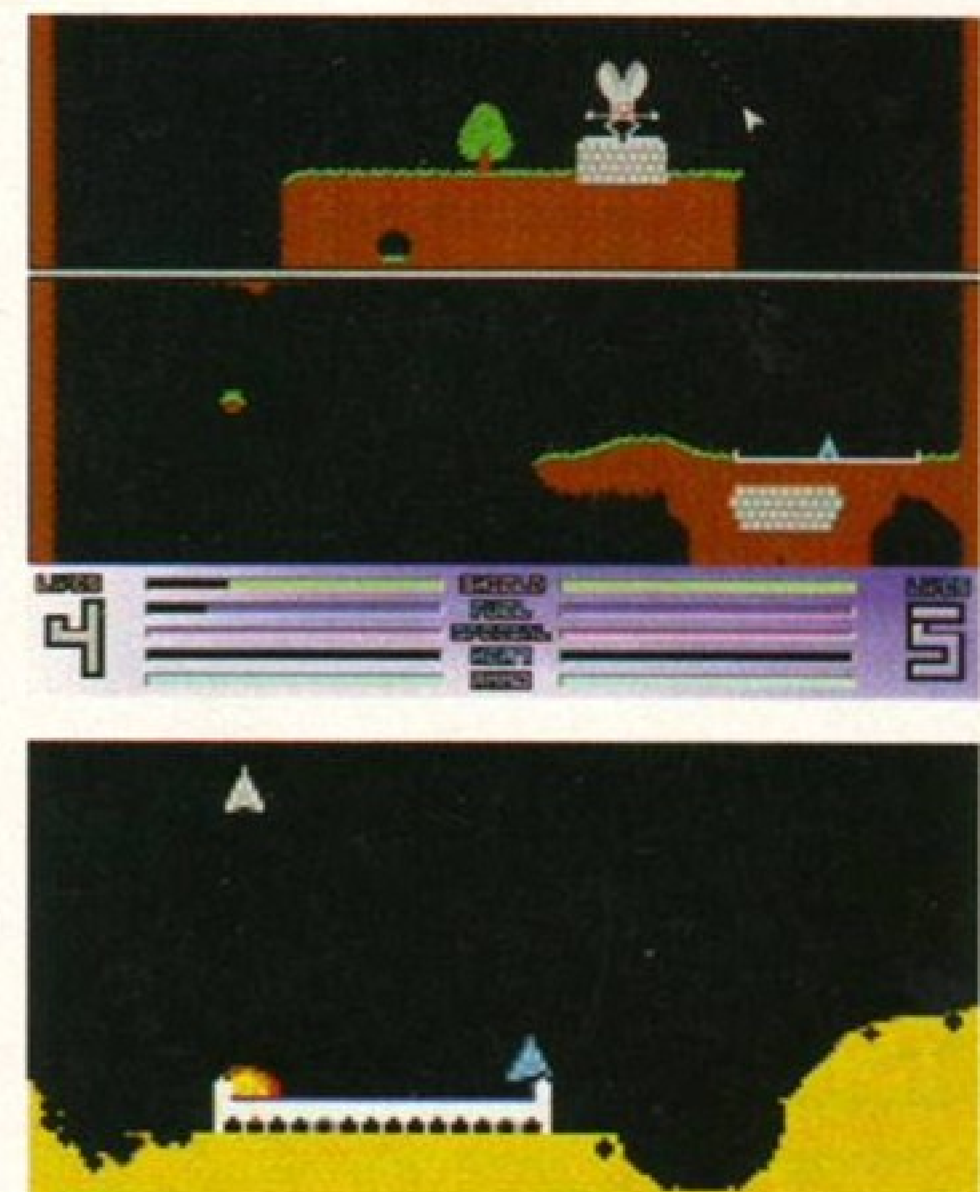
Dexterity, cool, aggression, flying skill and a killer instinct are the main prerequisites needed to survive the death arena that is *Gravity Force 2*.

Appealing to the competitive 'bad loser' in us all, *Gravity Force 2* places you in the role of a gladiatorial space pilot pitted against a human adversary. There are over 60 combat levels – or arenas – that the battles take place in. The scenery can be shot out or bombed to oblivion. Which is just as well really, because if your spaceship hits said scenery, you die.

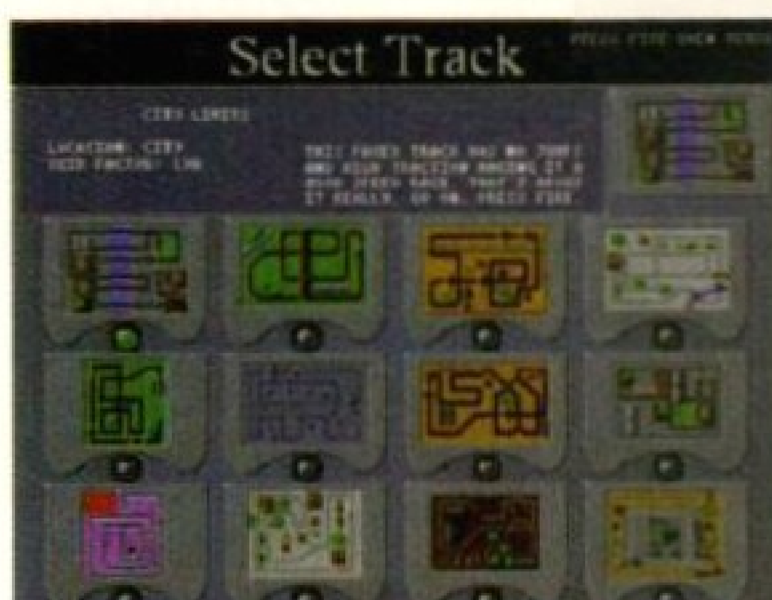
To help in your quest for glory, you can kill your opponent by shooting them, ramming them, or bombing them. Considering that both the bombs and the shots can be customised – blast area, recoiling shots, weighted shots and penetration of shots – and that almost every parameter to do with the game can be given the same treatment, the attention to detail is nothing short of staggering.

And I've left the best bit till last. All of this battling can take place between two machines. That's right, all that's needed is a null-modem lead and you can play the game against fellow Amiga owners. Me and the other Steve use this option to hook up with sister magazine *Amiga Power* and mercilessly prove our game playing superiority. Top, top stuff indeed.

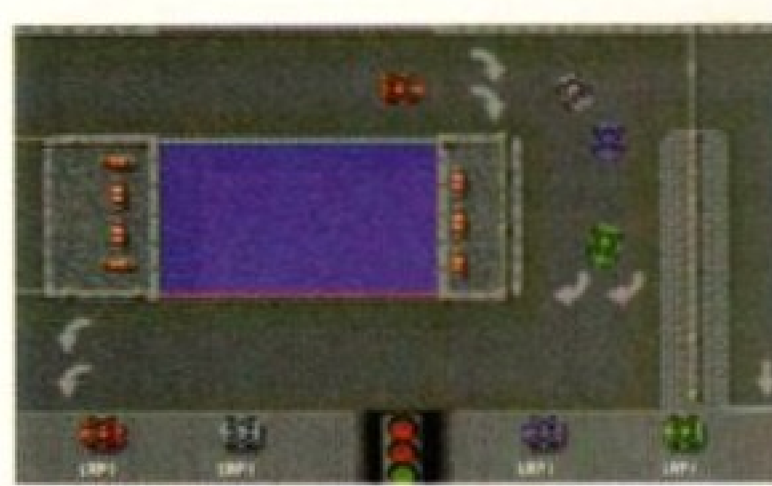
If *GF2* were to be given a full commercial-style package review, it would earn an *Amiga Format* Gold. Easily.



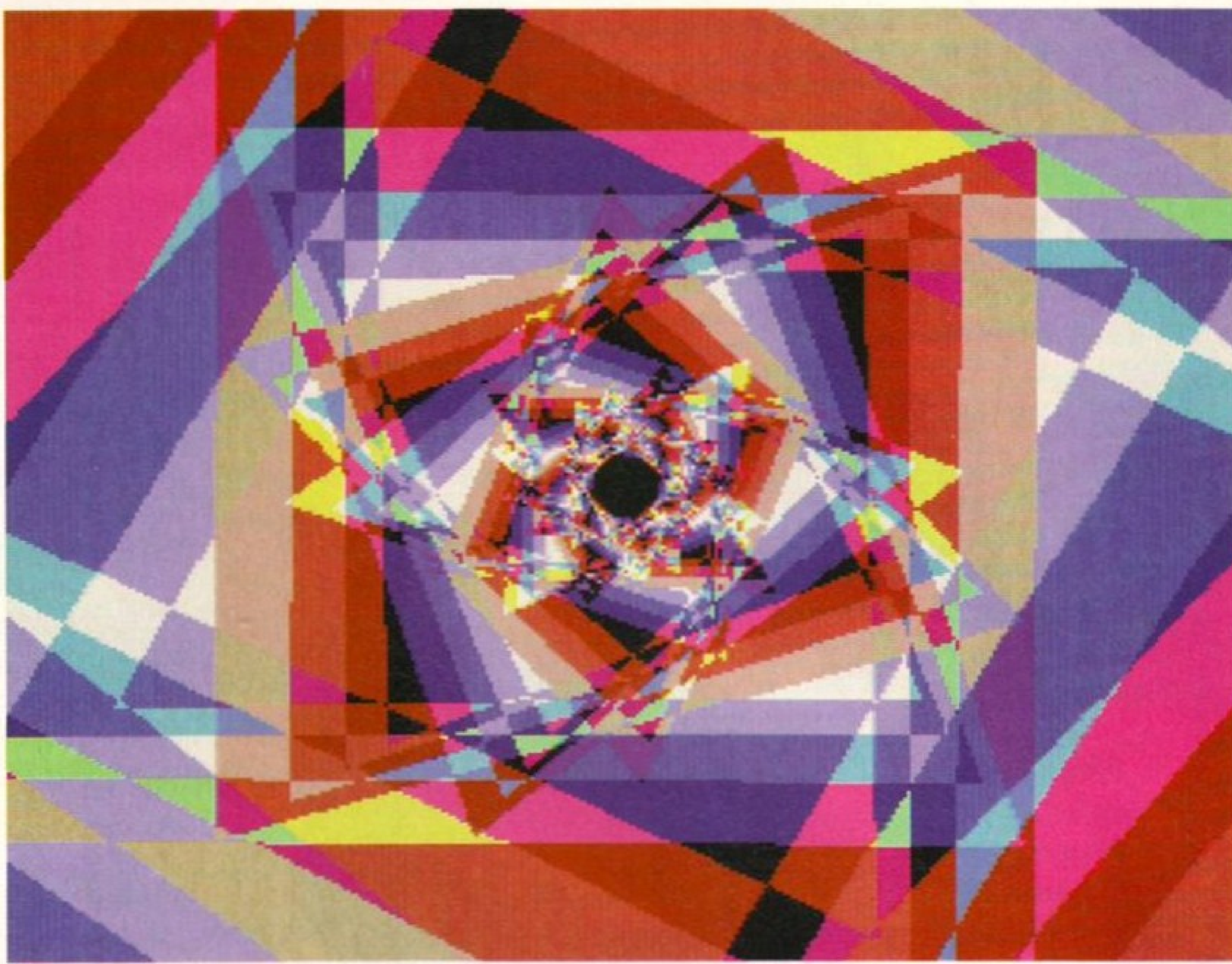
GRAVITY FORCE 2: Search 'em out and kill 'em action in full predatory display. Yesterday.



HYPERACE: 12 tracks, but only six to race on. The others are available on a separate disk.



Steve Bradley proves that a Fiesta can stand up to any other car in street performance.



INDUSTRIAL FUDGE: Load of fudge more like. Look elsewhere for entertainment.

music is the equivalent of a sonic cotton bud covered in acoustically insulated ear wax. The only bits worth looking out for here are the 3D object manipulation routines.

For demo junkies only.

HYPERACE

GAME

By ____________ *Impact Productions*
PD Library ____________ *Freestyle PD*
No Of Disks ____________ *Two*
Price _____ *£1 per disk plus 50p p&p*

I've always thought that the best advertising for the *AMOS* programming language are the people who use it to produce games.

Assuming that's the case, then Michael Hay of Impact Productions has pulled off a Saatchi And Saatchi-style coup with top-down racer, *HypeRace*.

It features four racing cars and six tracks to race on. If required, each of the cars can be controlled by a human player. There's top racing fun to be had with this with two players on the keyboard and two on joystick.

Unfortunately, there are a couple of flaws which need ironing out. Firstly, the cars don't have much inertia. Therefore, as soon as you take your finger off of the throttle, they stop almost immediately. So there's no power drifts and fancy steering to help you negotiate some of the trickiest and tightest bends.

And to compound matters, sometimes the computer cars get stuck on sections of the course. Considering that the race won't finish until all four of the cars have crossed the line, this can be rather annoying – there's no way of escaping out of the game other than rebooting.

Nevertheless, *Hyperace* is top PD fun and I have no qualms about recommending it.

MOTION

DEMO

By ____________ *Bomb*
PD Library ____________ *Freestyle PD*
No of Disks ____________ *Two*
Price _____ *£1 per disk plus 50p p&p*



MOTION: Talent merges with the superficiality of motional surfaces in this demo from the explosive *Bomb*.

This one has a nice idea at the beginning. While waiting for the demo to load, you're presented with an excellent pic of a woman being sucked down a tube into a void.

It turns out it's a journey down the optic chord into the imagination – a five-star sensory overload guaranteed to snap anyone's neural cortex into a misfiring, altered perception of refracted, scrolling texture-mapped imaging. Or something.

The real-time journey through this displaced imaginative wilderness

Continued overleaf ➡

TOOTHBRUSH 3

DEMO

By ____________ *Dreamdealers/Cryptoburners*
PD Library ____________ *Online PD*
No Of Disks ____________ *Two*
Price ____________ *75p per disk plus 75p p&p*

At last! A demo with a theme, humour, and music that relates to and interacts with the visuals.

Based around some top toothbrush trickery and tomfoolery, *Toothbrush 3* is a video-style demo. I don't mind admitting that this style rates among my favourite viewing material when sifting through the multitude of disks that deposit their cyber-ether in *Amiga Format*'s office.

The main problem with *Toothbrush 3* is the lack of variety after the initial impact. It's the equivalent of the same note being struck on a gong for the whole two and a half minutes that it lasts – monotonous.

Despite that, let's hope the chaps behind the production release more demos of *Toothbrush 3*'s quality. Who knows, maybe they can produce a similar style of video narrative with the same impact as *Mina Omistan* from The Movement. Go to it lads.



TOOTHBRUSH 3: This displays plenty of creative talent using a very simple idea. Keep it up!

Amiga Frame Grabbing has just taken a Fall... in Price, but definitely not on quality!

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With ProGrab™ you needn't be an expert in Amiga Video Technology either. Simple 3 stage operation ensures the right results Real Time, after time.



Grab images with your camcorder.



Take a signal from a TV with SCART output

Use a satellite receiver as your output device.

Grab TV or video pictures from your VCR's video output

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STAGE 2...

Using the ProGrab™ software, select an image you wish to capture in the on screen preview window (because the hardware grabs a frame in real time, there's no need for a still frame facility on the source device) and, grab! ProGrab™ even includes a Teletext viewing/capturing facility from either TV or satellite source devices, Once grabbed, simply download the image to your Amiga for full screen viewing.

STAGE 3...

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  - Save animations direct to your Amiga's hard drive
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TINY TOONS: All your favourite characters feature on *Tiny Toons*.



TINY TOONS: "Tha, tha, tha, tha, thaaats all folks," said Porky Pig to Taz. (*Allegedly – Ed.*)

inspires the games reviewer in me. These guys – Gengis, Clawz, Trajan, Zebig, Suny, and Hof – should be working on a *Doom*-style application. The scrolling is smooth and accomplished, pretty much what you would expect of a demo called *Motion*. The music is similar to most PD offerings although it does have a film noire French thriller quality about it.

PREY (AGA)

DEMO

By ______ *Double Star*
PD Library ______ *Freestyle PD*
No Of Disks ______ *Two*
Price ______ *£1 per disk, plus 50p p&p*

"Peel your brain to the core of instinct."

Hypomanic imbalance duly achieved, it has to be admitted that after a couple of optic sensor retina scans (*He means that he watched the demo three times – Ed*) this production grows on you.

Prey offers a cornucopia of swirling colours and shapes. If you've ever seen those advertisements for the electronic boxes that flash lights into your eyes and allegedly aid meditation, then forget about them. Get hold of a copy of *Prey* instead.

You see, *Prey* is a lot cheaper and it will probably do you much more good in the long run. Trance-like states are possible to achieve with it, but only if you let yourself float in an uninhibited twilight dream state.



VIDEOGEN: If you're desperate for genlockable images, don't look here.



PREY (AGA): Little Johnny found to his ultimate cost that there was no way he was going to be allowed to travel on the school bus for free. Let that be a lesson to everyone else.

BODYSHOP 8 (AGA)

SLIDESHOW

By ______ *Deck The Goodwin*
PD Library ______ *Ground Zero Software*
No Of Disks ______ *Three*
Price ______ *£1 per disk, plus 75p p&p*

So where do you stand on the issue of slideshows full of glamorously alluring women? I'll nail my colours to the wall and say that I like taking time out for the occasional once-over. The more tastefully teasing the pictures, the better, as far as I'm concerned.

Anyway, *Bodyshop 8* is apparently going to be the last in the flesh and fetish collection of high-quality, scanned-in, feminine-based AGA graphics. As Deck The Goodwin pointed out in his letter accompanying the disk, these scans show the AGA chip set at its best.

Those of you into slideshows of women should find that they're much better served by magazines like *Cosmopolitan*, *Marie Claire* and *Elle*.

TINY TOONS

CLIP ART

By ______ *David Hearne*
PD Library ______ *Online PD*
No Of Disks ______ *One*
Price ______ *75p per disk plus 75p p&p*

Being a massive fan of cartoons, it was with delight that I slipped this disk into the drive. There are 21 screens of black and white drawings of assorted *Tiny Toons* characters in various action poses and five full screens of colour art.

The colour screens on the disk aren't much cop, but the black and white drawings would be very useful for anyone producing fanzines, magazines, flyers or titles on video and so on.

Clip art used intelligently is always capable of brightening up any output, and if you want to give whatever you're doing a little pizzazz and a zany theme, check out *Tiny Toons*.

VIDEOGEN

UTILITY

By ______ *Derek Brockhouse*
PD Library ______ *Ground Zero Software*
No Of Disks ______ *Two*
Price ______ *£1 per disk, plus 75p p&p*

There's no denying that the presentation of domestic video footage can be spruced up and made more impressive by adding titles to the production.

A total of 12 images grace this disk. No doubt, someone somewhere will find them useful. They're PD in the sense that anyone can copy the disk and distribute it. If you do find the images useful then you should register with Derek and pay him a fiver.

And that's where the problem with this disk arises. Although a fiver isn't all that much money, in plain truth, the quality of the images, despite working on any 1Mb machine, don't make *Videogen* worth buying.

Nevertheless, there are some video utilities worth more of a look than this. Tune in to an upcoming issue.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:
17 BIT SOFTWARE
1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: (01924) 366982

1) F1 GP Editor V2.04
2) MUI V2.3
3) DOVE AGA Demo
4) Cindy Crawford 2 Cardset for Klondyke 2.3 AGA
5) Pagestream 3.0 F Patch
6) Heroine Cardset for all versions of Klondyke AGA
7) Term V4.2
8) Robs Hot Stash # 30
9) Madhouse – Indian Spirit
10) Final Writer 3 – Speedup Patch

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

Online PD,
1 The Cloisters,
Halsall Lane,
Formby,
Liverpool L37 3PX.
Tel: 01704 834335
BBS: 01704 834583

MG's PD,
The Old Farmhouse,
Rosefield,
Balbeggie,
Perth PH2 6AT.
Tel: 01821 650488

Freestyle PD,
108 Woodside Way,
Short Heath,
Willenhall,
West Midlands
WV12 5NH.
Tel: 01922 710985

Ground Zero Software,
4 Chandos Road,
Redland,
Bristol BS6 6PE.
Tel: 0117 9741462

CD006 DEMOS 1 £16.99
CD009 DEMOS 2 £17.99
ALMATHERA

Contains : Games - Over 100 ready to run with a simple front end menu, Watch anims spooling from CD, Sound Samples - Over 6000 IFF raw sound samples, Music Modules - Over 2000 modules with players, Demos - Latest PD demos and the best of the classic demos, Images - 100s of images, and much more!.

CD070 POWER GAMES
PDSOFT
£19.99

Features more than 500 super games that can be ran directly from the cdrom, CD32, or CDTV. Only the best section of stunning games with subjects like Action, Adventure, Jun & Jump and strategy etc.

CD078 EMERALD MINES £14.99
ALMATHERA

Can you coolect the emeralds, defy the brain-taxing obstacles & reach the exit before time runs out? This enchanced version of a classic computer puzzle game contains over 10,000 levels. WARNING: This game is ADDICTIVE! Almathera and PDSOFT cannot be held responsible for loss of sleep, hair or sanity caused by playing Emerald Mines!.

CD026 LOCK & LOAD £14.99
CD092 LOCK & LOAD 2 £19.99

An Amiga PD/ Shareware games compilation, Nearly 1,000 Games ready to run on CD32, CDTV A570, and any external SCSI CDROM. Includes: Assassins Games 1-148 ready to run (keyboard need for CD32/ CDTV users), and several hundread other games.

17 BIT CDROMS

CD007 17 BIT 1&2 £39.99
CD039 CONTINUTION £19.99
CD065 17 BIT PHASE 4 £19.99

PHASE4: 17 Bit have crunched every single new disk that has been added to their library of Public Domain aduring 1994 on to this single CDROM.

CD044 SOUNDS TERRIFFIC
£19.99

Containing over 1.2 Gig of sounds & data. It all adds to the best collection of sounds on any platform and will form vital part of any musicians CD collection. Contains 4,600 Modules, 14,000 Samples, 568 Sonix Scorces & 4500 Instruments, 302 octaMED/MED Modules, 1190 Midi files, 1552 VOC & 642 WAV Samples, & Utilities.

MAGIC WORKBENCH

❑ ^* V1200 MAGIC WORKBENCH
This is what YOU have always been looking for. It is NOT just another useless Icon compilation!+ It's far more different. All system icons & more painted.

❑ ^+ V1515 TREV'S MUI PIC'S
A set of backdrop pictures aimed at those using Magic WB but they are fine for normal WB as long as you adjust the palette.

❑ ^+ V1521 MODULE PLAY V3.3
Will generate & maintain graphical user interfaces. With the aid of a preferences program, the user has the ability to customize the out fit according to taste

❑ ^* V1537 MAGICCX V1.0
is the definite commodity/system enhancer for any Amiga running OS 2.x or better. It is a powerful & flexible system. Utilizes power-ful gadget layout library Plenty of features.

❑ ^^ V1552 MAGIC USER INTERFACE
is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier.

❑ ^* V1569 MAGIC EXPANSION v1.3
Exp& either MUI or MagicWB users. There are plenty of extra colour icons & backdrops

❑ ^+ V1588 MAGIC WB EXTRAS 1
Many icons for MagicWB. These icons enhance your W/B by using a special colour scheme and by adding new fonts to your workbench as well. (2)

❑ ^+ V1605 MAGIC WB EXTRAS 2
more extra icons for users of MagicWB. (2)

❑ ^+ V1607 MAGIC WB EXTRAS 3
more extra icons for users of MagicWB. (2).

❑ ^+ V1609 BACKGROUND KIT
It consists of many new background patterns for your Workbench & also a tool which is designed to randomly select backgrounds from a list of your favourites so your workbench is never the same!.

❑ ^* V1664 MAGIC WB EXTRAS 4
This two disk set brings with it a whole load of great new icons for MagicWB users. There are drawers, tools, documents and also a whole bunch of patterns for your backdrops. Very good. (2)

NEW UTILITIES

❑ ^+ V1523 RELOKICK V1.41
Howdi doodlely doooo Amiga freaks! It's ANOTHER(!) version of ReloKick.

❑ ^* V1541 VMEM & VMM
VMEM v1.0 Release 1 VIRTUAL MEMORY SYSTEM for ALL Amigas with WB2 or above. **VMM v2.0** is a virtual memory manager for any Amiga with a 68030 or 68040 processor.

❑ ^^ V1554 IMAGINE BUDDY SYS
THE IMAGINE BUDDY SYSTEM is an excellent new addod for Imagine 2.0 (2)

❑ ^+ V1593 EPU STAKKER V1.7
Yes you can now double space your hard drive using EPU. This tool will compress everything written to the hard drive and decompress it as it is used. Entire process is invisible to the user.

❑ ^+ V1611 SNOOPDOS V3.0
will log all the dos/library calls and more when you run a program. This ishandy for both the programmer and the beginner. For example; Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which? .

❑ ^+ V1612 DPAINT BUDDY
A clever utility which workss with Dpaint to bring you a help system for the program. Simply select from the Dpaint menu bar and each option is described in detail. (2)

❑ ^+ V1628 STAR TREK OBJECTS
a stunning selection of Imagine objects for use with Imagine v2.0 or better.

❑ ^+ V1629 IMAGINE OBJECTS 5
a large amount of different Imagine objects for use with Imagine v2.0 or better

❑ ^+ V1630 BABYLON 5 OBJECTS
Yes the Babylon 5 Rendered space station with all it's special effects and stunning graphics.

❑ ^+ V1631 ALIENS OBJECTS
Even more Imagine 2.0 objects all featuring the alien and aliens film series.

❑ ^+ V1635 LOTTERY WINNER
it didn't take very long for this one to pop up.

❑ ^+ V1637 BABYLON 5 OBJECTS 2
a selection of Imagine 3.0 objects of Babylon 5

❑ ^+ V1638 SPECCY WARGAMES
All these games are wargames. They are all very well documented as well as ready to play.

❑ ^+ V1639 STEREOCAD DEMO
Make d stereogram pictues in colour. Features include User difinition of three sliced objects such as spheres, pyramids, tubes, stars and prisms.

❑ ^+ V1641 SUPER KILLERS V10.0
Contains the latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZII v1.07, and VT v2.67, Req LHA.

❑ ^+ V1642 CDROM UPDATE!
Contains the latest selection amiodfs, BTNtape v3.0, cdda112, CDPlay, Forceicon v1.6, FTPcdrom v2.11, mcdp, mkisofs v1.00, PlayCDDA, SAS v1.1, SCDPlayer v1.2, SCSIUtils and YACDP v1.1

❑ ^+ V1643 LIGHTWAVE OBJECTS
Lightwave objects space objects, landscape objects, example scripts. objects not too complicated but still fun. AS1-2, CloudCover, enginefire, lazer, Mountain Circle2, NastyStation, Mountains, sky2, Station1, Station Chase, thing, ThingKills, UDgradient.b, WeirdCone

❑ ^+ V1644 UNDERWATER ROBOT
An underwater robot-object made by Frank Aalbers for IMAGINE 2.9/3.0 This object was used for my animation-entrie of the SeaQuest competition by RTL+ and Commodore Germany. It's an object modeled with IMAGINE 2.9.

❑ ^+ V1645 MANGA BABES
Manga Babes, Sexy Female 3d Babes is a set of Shareware 3D objects designed for use with Impulse's Imagine raytracer, Autodesk's 3D Studio & any 3D program which reads DXF.

❑ ^+ V1647 SECTOR EDITING UTILS
Contains a selection of Sector, Track, Device and Binary editors, Spliters etc. Programs like AZap v2.21, Brik v2.0, bsplit v1.0, CacheIt v1.0, DeviceLock v1.2, Dfrags v3.12, NewZAP v3.3 and TrackdiskPrefs v1.0.

❑ ^^ V1648 (AGA) WB 3.0 UTILS 08
Contains a selection of utilities than can ONLY be used by Workbench 3.0 and above operating systems. Like AppPP v1.1, CARD10B, ChangeIcon, CloudsAGA v1.15, ColourRequester, Detex v1.0, LHA v1.38, LHArc v1.30, LHWarp v1.40, PaletteTool v1.4, Picticon v0.8, PictureClock 39.72, PST v1.0 & SwazInfo.

❑ ^+ V1649 REFLEX
Interesting program. It uses an artificial intelligence system to create a personaty for your Amiga.

❑ ^+ V1651 MEMORY MUSIC MOTHER & MODULES
Contains three tunes & a version of the OctaMed player which can be executed from workbench. The tunes are of a high standard good samples.

❑ ^+ V1653 (ST-00) MUSIC EXA #1/#2
24 modules have been written by someone who wants to make music for games. If you need a soundtrack or just like the sound of this sort. (2)

❑ ^+ V1655 PAULA: SIMPLY BLUE
Eight great Octamed tunes. All Jazz related in some way although they do contrast in their styles.

❑ ^+ V1656 AURAL ILLUSION JR
Good sampling & editing system which can load 8 or 16 bit samples & store them as 16 bit samples, memory and can then perform actions.

❑ ^+ V1659 MSDOS 4 AMIGADOS
A very interesting utility which should be useful to anyone who uses both PCs/Amigas. The tool allows you to create a directory on which you can store MSDOS commands & then they can be used through the shell as if they were AmigaDos.

❑ ^^ V1661 (AGA) NAT/ LOTTERY
A national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week2week until it has sufficient data to make certain types of predictions or just a guess.

❑ ^+ V1662 GAMES INSTALLER 2
Contains a variety of hard disk installers for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

❑ ^* V1666 VIDEOTRACKER 2
Easiest way to create music demos like the well known Jesus on E's. Videotracker takes a previously created music module, divides it into sections and then routines can be loaded and assigned to the different samples etc. Very good.

❑ ^+ V1667 CHEAT LISTER V3.06
This is one of the best cheat lists I have seen. The file is over 40,000 lines long and there are cheats for over 800 games! The files are displayed in AmigaGuide format for ease of use and there are also diagrams included for some cheats. (2)

❑ ^+ V1669 TUDE V1.0
The Ultimate Degrader is a very extensive & easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLL version so most people will have no trouble using it. A highly useful tool for all Amiga owners.

❑ ^+ V1670 (ST-99) ALERT SAMPLES
This small set of sound samples are all meant to be alert signals or alarms or siren or whatever you want to use them for.

❑ ^+ V1674 IMAGE STUDIO V1.21
uses a virtual memory system which relies on hard disk space rather than on RAM to convert graphics into most popular Amiga and PC file formats.

❑ ^+ V1675 BANK MANAGER V1.1
The idea behind this is quite simple using BM you can work out what a statement will look like in say six months time. Very useful.

❑ ^+ V1676 TURBOCAT V1.5
This is a great utility for listing all of your disks. Turbocat will log and catalogue the disks which are placed into DF0. Each volume name is added to a list which can then be saved. Turboview is used to view the catalogues which you have created. Good.

❑ ^+ V1677 AUTOBOOT V4.0
This is a very simple utility which may be of some use to those Amiga uses who want to make autobooting disks but do not know the basics.

❑ ^+ V1678 EASYSTAT V1.0
This is a utility which you can use rather like a spreadsheet innorder to store statistical information and then create charts etc.. Very good.

❑ ^+ V1679 COP THE LOT
This is a lottery prediction/database system which can store the previous lottery results and also select random numbers etc. Good.

❑ ^+ V1680 AWARD MAKER 2
Create & printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc.

❑ ^+ V1681 JAPANESE DICTIONARY
Believe it or not this is a dictionary for english people who want to learn Japanese! Each word when clicked on will display a picture & the japanese will be prenounced as a sound sample. (2)

❑ ^+ V1683 MULTIPRINT 4
Epoch Master v1.1 is a diary and timetable program. Lab Select v4 is a tool for printing address labels. Tape Cover v1.0, Banner v1.2, PrintManager 2.0, PhoneIt v1.3, MCMaster.

❑ ^+ V1684 LOANS & ACCOUNTS
This disk has six utilities all to do with accounts and finance. They are: The Home Accountant V1.2, Amortize V1.16, Financa V1.4, FKM V1.32, HomeBudget V1.3 and LoanCalc V2.0d.

❑ ^+ V1685 JAPANESE LANG AIDS
This disk has three good tools which compliment the Japanese dictionary. There is a vocabulary prenouncer, a tool to teach the japanese symbols and a pop up vocabulary builder.

❑ ^+ V1686 WORKBENCH TRICKS
BLOBS, A simple graphics worms like program. BLOCKS2, Amusing and colorful screen hack. BULLY, Pushes all open screens around. CLOSEME, Another cute screen hack. CRAP TOUCH, SUCKS Touch utility with lots of features. and loads, loads more.

❑ ^^ V1687 (AGA) FIXES VOL 1
Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons when booting).

❑ ^+ V1688 F1GP-ED V2.04
will work on any version of F1GP, including the A600 WWW version which was not supported in V2.03 because of a bug. F1GP-Ed allows the user to customize their copy of F1GP.

❑ ^+ V1689 IMAGINE-2-LIGHTWAVE
I2W, is a simple 3D object converter. It takes as input an Imagine group of TDDD objects and outputs a LightWave object.

❑ ^+ V1690 POV CONTROL
is a utility that can set the parameters of the Persistence of Vision 2.x raytracer from the POV Team, only by using an intuition interface. All the beginners to POV would appreciate it, because this kind of software hasn't existed on the Amiga.

❑ ^+ V1691 3D OBJECT CONVERSION
T3DLIB is a Shareware 3D Object Conversion package & programmer's library. T3DLIB reads and writes Imagine Object & Staging files and reads and writes ASCII text versions of these called T3D

❑ ^+ V1692 FREEFORM DEMO V1.9
Bspline modeler brings truly affordable, super- fast Bspline modeling to your current 3D program rivaling that of high end workstations. FreeForm can output to Lightwave, Aladdin4D, Real3D2, Imagine, Caligari and RenderMan.

❑ ^+ V1693 D&D IMAGINE OBJECTS
This is a collection of objects I've created with Imagine 2.0 and Imagine PC over the past few months, all with the theme of Dungeons&Dragons.

❑ ^+ V1694 CRAYONS REAL3D
Features soft shadows & colour bleeding method, and then raytraced picture done with the same package, included clearly to show that raytracing is inferior to this technique.

❑ ^+ V1695 DALEK OBJECTS
More imagine objects, sujects or headings like Dareks, Free datasets (3D objects) Imagine format.

❑ ^+ V1697 DINOSAUR OBJECT
Contains a stunning imagine 3 object and 14 type1 fonts for Imagine spline editor.

❑ ^+ V1699 SPACEMAN OBJECTS
Imagine object of a character called Spaceman Spiff. He is an imaginary character of Calvin from Bill Waterson's comic Calvin and Hobbes.

❑ ^+ V1700 ARMOURED_WALKER
Imagine 2.0 cycleobject of Armoured Walker. There is neither texture nor brush applyied. This archive consists of two anims and an cycleobject: Armoured_Walker.

❑ ^+ V1701 GRAPHIC CONVERTERS
AGAIFF16, IFF-Converter (many formats). V1.60. AMGIF, Convert IFF to GIF. APCD, Convert PhotoCD picture to IFF. ART_PRO, ART-Pro , a powerful gfx-converter. (2)

❑ ^+ V1709 HINTS & CHEATS
ACHEATS, Amiga game cheats by Postcard Man. AMI_CHEAT, cheats, level codes, backdoors to 453 Games. CATACOMB_MAP, A map for the brilliant game Catacomb. FRONTIERHINTS, Hints and Tricks for Frontier - Elite II. GCHEATS, Sega Genesis cheats by Postcard Man. SCHEATS, Super NES cheats by Postcard Man. VALHALLA, Walkthrough for Valhalla. WIZBALL, Little ASCII file containing level descriptions for Wizball!.

❑ ^*V1710 ADDITIONAL ICONS
Newiconsextra include: - 2 variations of drawers, each with its own theme. - SGI Folder like drawers - Filing cabinent drawers - Icons for all sorts of PD apps [like degrader, etc] - Icons for all sorts of other things [toaster, par, games, etc] - and more!

❑ ^+ V1711 FIG
is a menu-driven tool that allows the user to draw and manipulate objects interactively on the screen of a Sun Workstation. It can only be run within the SunWindows & requires a three-button mouse.

❑ ^+ V1712 AIBB V6.5
AIBB is a system performance analysis tool designed with built-in tests for exercising CPU, FPU, and graphics portions of system performance.

❑ ^*V1713 POWERCACHE V37.104
A user friendly, completely configurable disk caching system. Has tonnes of features, including a nice GUI, multiple unit caching, selectable read-only or read/write cache mode, cache-in-a-file option, statistics graphs, a low memory handler, a full ARexx interface & more than 120k of AmigaGuide documentation.

❑ ^+ V1714 GEOGRAPHICAL ATLAS
Amiglobe allows you to navigate round the world in full 3D It gives you many datas about countries and position of main towns and mountains. Unlimited zoom feature included. Requires use of LHA command and a hard drive. (2)

❑ ^*V1716 SEAMLESS TEXTURES
A collection of seamless textures for your Workbench backdrop.

❑ ^*V1717 WALLPAPER V1.0
Sick of solid backrounds and tiny little patterns on your workbench? Now under Workbench/Intuition 2.0, any image you can view on your Amiga can become the backdrop for your Workbench window.

❑ ^+ V1718 VIRUSWORKSHOP V4.7
This virus-killer was programmed to help you to get rid of all the viruses hanging around. Its best and most useful virus killer program to date in my view, takes over where BootX left off.

❑ ^+ V1719 TELETEXT-DECODER V2.3
V2.3d (serial) of the videotext/teletext-decoder software for the HSL VideoTXT decoder. It features + load/save/print of gfx/ascii-pages, background receive/save, + international charset support + hidden chars, blinking, + setclock, + works on all Amigas

❑ ^+ V1720 SYMPHONIE DEMO V1.3A
New tracker which supports up to 256 channels, 16 bits samples, DSP, sound cards. Replays modules up to 56 kHz, 14 bits on AGA Amigas.

❑ ^+ V1721 JPEG TO AGA CONVERTER
This program converts ppm, pgm and pbm files to IFF-ILBM with support for AGA graphics modes. Binaries to support the JPEG file format are included. To convert other formats you will need the NETPBM package available on Aminet.

❑ ^*V1722 AMIGA TO PSION S3/A
AmigaNCP is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a palmtop's ROM. It's main purpose is to provide vice-versa nfs-like file access.

❑ ^*V1723 VIRTUAL REALITY [020]
This program allows you to walk, drive and fly around in a 3 dimensional computer generated world in realtime. It is used to visualize architectural, industrial and artistic designs for presentation or analysis purposes.

❑ ^+ V1724 ZX-SPECTRUM EMU V4.71
Is the first release of this emulator, earlier versions were demo versions and were not released by the author !!! This emulator enables you to run almost any program that runs on a ZX-Spectrum.

❑ ^+ V1726 C64 EMULATOR [020]
This emulator focuses on the exact reproduction of special graphical effects possible on the 64, and is therefore not very fast (using a 68040/25 and a Piccolo card gives about half of the original C64 speed). However, using a line-based VIC model, it is capable of running most games and demos correctly, even those with FLI, FLD, DYCP, open top/bottom borders, multiplexed sprites etc.

❑ ^+ V1727 HARDWARE HACKS
Loads of programs to modify internal and external amiga chips/boards, cards and hard drive etc.

❑ ^^ V1728 (AGA) ROGER MCVEYS 16-COLOUR ICONS
These icons were beautifully drawn, and I must add that the originals are the best icons I have seen on any system. In addition to the original designs by Mr. McVey I have added a few other icons that I have modified to accommodate 3.0 programs.

❑ ^+ V1729 CREATV-ICONS V1.0
A sample bunch of Drive-icons, Dock-icons (usable with e.g. Toolmanager or as Tool-icons), default icons for use with the whatis.library-package and more. reflecting the style of the Magic-Workbench

❑ ^+ V1730 ICONS & PREFERENCES
This package contains some icons for HAM6 and HAM8 Workbench. I prefer HAM6 icons because they are shorter and Workbench displays them faster. HAM8 icons don't seem to be much better than HAM6 icons.

❑ ^^ V1731 (AGA) FUNNY BACK-GROUNDS & ICONS
72 Backgrounds for MagicWB Very funny. You should at least have had a look at it!

❑ ^+ V1732 NEW ICONS BACKDROPS
This is the first installment of visually stunning WorkBench backdrops for the NewIcons environment. It contains over 100 seamless backdrops of varying bitplane depths, up to 256 colors.

❑ ^+ V1733 NEW ICONS IMAGE SET
This is the official supplemental icon set #1 for the NewIcons package. It contains over 500 NewIcon images for everything from games to DTP to the Video Toaster. All images were hand drawn.

❑ ^*V1745 TERM V4.2 [030]
The latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available. Very good.

❑ ^+ V1746 MAGICWB BASED ICONS
These are the XEN-approved downscaled and dot-edited MWBIcons for use on non-interlaced workbenches with a 1x2 pixel aspect. By Eric van Velthooven. More DockBrushes, More Fonts, More DriveIcons, More Drawers and More.

❑ ^*V1747 MAGIC-BACKGROUNDS & MAGICWB ICONS
This package is a patch to MagicWB, the 8 bitplanes XEN-Icons have been converted to 3 bitplanes icons wich will take less CHIP RAM in your system. This is the fourth release of my Magic-Background-Collection with ten (not nine nor eleven 8-) brandnew backgrounds for your lovely Magic-Workbench. This time you will get some 'winter-pictures' whith ice and snow 8!

❑ ^+ V1748 HYPER V1.19B
This excellent utility provides for those who wish to view AmigaGuide data files. The main difference between this and the well known tools of a similar purpose is that it can view power packed files.

❑ ^+ V1749 BARNEY GOES CAMPING
Educational game for young children. Barney the Bear takes you on a guided tour of the forest and teaches you all about the different animals.

LATEST GAMES

❑ ^+ 4007 STARWOIDS (2)
Very well presented arcade game. The game is meant to be like StarWars. The actual gameplay itself is not quite as exiting but still very addictive. You have to thrust around in your X-Wing collecting troops on the ground.

❑ ^+ 4056 ARCHY'S MINIDASH
old C-64 style Boulderdash clone, AdvancedMiniDash, and here is many new great features, like bombs, magic walls, arrows, etc. full editor, allows to use all features.

❑ ^+ 4066 MORIA v1.2.0
is a single player dungeon simulation. choose from a number of races and classes when creating a character, then 'run' that character over a period of days, weeks, even months, attempting to win the game by defeating the Balrog which lurks in the deeper levels.

❑ ^+ 4067 DYNAMITEWAR V2.0
2-5 players who fight against each other. It is similar to Dynablaster or Bomberman, except a 1-player mode is not available. On the other hand, there are a great number of extras. To win the game, 1 player has to disintegrate all other players by exploding bombs.

❑ ^+ 4076 ANTWARS V1.9
Puts you in the shoes of an ANT who must try and destroy the anemys ant nest. Tactical.

❑ ^+ 4084 FRUIT MACHINE
Althought the graphics are simple the gameplay is highly addictive and realitic. Good Game.

❑ ^+ 4085 DEPTH CHARGE
is based on an old arcade game in which you control an subarine destroyer. Destroy subs.

❑ ^+ 4123 SANTA & RUDOLF
An excellent game in which you can either play the part of Santa or Rudolf. You have to collect presents and shoot dodgy little snow men in order to keep Christmas alive. Brilliant graphics & play.

❑ ^+ 4127 ARTHUR
A text adventure based around the story of Arthur (soon to be King Arthur) and the Quest for Excaliber You play the part of young Arthur & Merlin guides

❑ ^+ 4128 GREEN 5
Seems at first to have the feel of Another World. This is due to the lengthly and very well animated intro. In fact the gameplay of this game is that of a platform beat'em up. You a ninja type character must battle against other ninjas and other enemies.

❑ ^+ 4129 COLONIAL CONQUEST II
Strategy game which is based heavily on the game Civilisation. The idea of the game is to spread your civilisation through the 26 planets of the universe map and to defend it from other civilisations by building weapons and war ships. One or two player.

❑ ^+ 4130 ISLAND
This is an Amiga version of the boardgame Hotel. It can only be played by two players and the aim of the game is to buy and build an empire of Hotels until you force the other player into bankruptcy.

❑ ^+ 4131 MANGLED FENDERS
Select your vehicle from the choice of six (tank, porsche, dustbin van, lamborgini, minibus, and another sportscar.) and then pit your wits against the others in a ring! Yes you must attempt to smash up all the other cars before they smash you.

❑ ^^ 4139 (AGA) ROKETZ
is a 2 player racing game with a slight difference. Your vehicles are space craft which manouvre just as spacecraft do in games like thrust, except you have to get the thing round.

❑ ^+ 4141 FRACAS
is based around Star Wars like walkers. With split screen you must walk around the level in search of the other player who you must destroy.

❑ ^+ 4142 TEAM TETRIS
A tetris clone as you might have guessed but for one major difference.

❑ ^+ 4143 TOTAL DOMINATION
It is based untirely on another PD game called Universial Conquest. Two players play against each other for control of 'The Galaxy', which is a grid of cells, some of which contain planets.

❑ ^+ 4145 SUPER BATTLE ZONE 3D
In the right hand corner you will see what we call radar and the small dot on it represents the enemy that you suppose to destroy.

❑ ^+ 4146 STAR FIGHTER (AB)
Cool 3d space flight sim with more then 50 missions!

❑ ^+ 4150 FISHY FISHY
A game in which you are a small fish. As time goes on and you've eaten a few crabs and then eels and then starfish etc you will start growing bigger and bigger until you can eat everyone up.

❑ ^+ 4151 BEAVIS & BUTTHEAD
is a slideshow of the well known cartoon characters featured on MTV. The slideshow is not just artwork it is more like a cartoon strip.

❑ ^+ 4152 BRAINSTORM DEMO
This is a game programmed in Amos. The idea is to complete jigsaw puzzles of various different things. Surprisingly difficult. Quite addictive.

❑ ^^ 4155 (AGA) DR WHO CARDSET
Another card set for the game Klondike AGA.

❑ ^^ 4156 (AGA) RETURN / THE JEDI
Another card set for the game Klondike AGA.

❑ ^^ 4157 (AGA) EMPIRE STRIKES
Another card set for the game Klondike AGA.

❑ ^+ 4158 WEAPON MASTERS
This demo is a one or two player fighting game in which both players fight with weapons. You start out fighting with a sword and there is no lack of blood when you get down to messing.

❑ ^^ 4160 9 FINGERS /SPACEBALLS
9 Fingers is almost entirely made up digitised people dancing along to the soundtrack.(2)

❑ ^+ 4162 POWERTETRIS V1.12
You can choose which type of game you are going to play Classic for linear game, Custom for 25-level game & duel or two player.

❑ ^+ 4176 RAVE NATION (AB)
Eight great tunes all techno sounds the tunes are of a high standard when it comes to samples etc.

❑ ^+ 4178 UNO [LEGO]
A superb slideshow of fantasy artwork. These pictures are of a very high quality indeed.

❑ ^+ 4179 ARCADE CLASSICS 1 [K]
This is a great compilation of OmegaRace, Frogger, Asteroids & Q-Bert. Great.

❑ ^+ 4180 ARCADE CLASSICS 2 [K]
The second volume Space Invaders, Pacman, Centipede & Missile Command. Excellent.

❑ ^^ 4182 (AGA) ATOM
There are a set of superb AGA plasmas which are displayed in greyscale. Excellent.

❑ ^+ 4197 DOCTOR WHO: THE 60s 1
This is really a magazine. The disk contains a large amount of information about the Doctor Who series when Hartnell starred as the Doctor. There are facts, figures and photos to do with Hartnell, his co stars and the episodes themselves.

❑ ^+ 4198 DOCTOR WHO: SIXTIES 2
This edition is mainly concerned with Doctor Who when he was played by Troughton. Again there is a lot of facts and figures about the serires and the actors. Includes good photos etc.

❑ ^^ 4199 (AGA) BODYSHOP 3
Disk has five 256 colour AGA photos of models in swimming costumes. Good quality pictures.

❑ ^^ 4200 (AGA) BODYSHOP 4
There are about a dozen photos in all of different women in swimming costumes. (2)

❑ ^^ 4202 (AGA) PANTERHEI
There is a great rollar coaster effect and a good 32 colour transparent spining diamond thingy.

❑ ^+ 4205 HANDELL FIREWORKS
This is a disk with several classical tunes by the composer G. F. Handell. If you like classical music then take a look at this. Good.

❑ ^+ 4206 MELON DEZIGN SLIDES
Twenty superb pieces of artwork. These pictures cover various styles; such as, cartoons, fantasy imagery and graphical design. Excellent.

❑ ^+ 4207 COMIC-ART #3
There are quite a lot of pictures in this slideshow of comic book characters. Likes of Batman, Wolverine & the Predator etc. Good drawings.

❑ ^+ 4208 A TASTE OF U4IA
Although there are only five modules I think that most people would rate them well. Good quality sampling etc make these tunes professional.

❑ ^^ 4209 (AGA) WIT PREMIUM
There are many interesting routines in these demos which show off the Amigas talents. Some superb still artwork also included. Good.

❑ ^^ 4210 (AGA) DO YOU BELIEVE
From Infect. There are loads of great routines as well as a very good soundtrack. It should be said that although this demo runs on a standard 2Mb machine extra RAM will entitle you to see a very good animation. Good. (2)

❑ ^+ 4212 ART OF BREAKING HEADS
Well here we have a beat'em up on six disks which is full of blood n stuff. Not too bad. (6)

❑ ^+ 4218 IN THE DEAD OF NIGHT
A superb game. You play the part of a detective who is staying in a mountain chalet with an interesting group of actors. One particular actress is murdered & you must find the killer. A very good adventure which has all the options & good graphics that you would expect from a commer-cial game. You can move around the house and ask each person questions & search rooms etc. It reminds me of Cruise for a Corpse. (3)

❑ ^+ 4221 SWAMP THING [OZONE]
plays a sampled module of the Swamp Thing by Grid whilst the credits are shown on screen.

❑ ^+ 4222 WAKING SHADOWS
The soundtrack is a good quality rave tune which is of course accompanied by some very good routines and graphics. Very good. (2)

❑ ^+ 4224 CHANEQUES (AB)
This is an excellent game. You have a group of people called the Chaneques who each have a different skill. Using them you must get an object througha port hole at one end of the level. The game play is rather like lemmings as you must make bridges & dig tunnels etc to allow one of the Chaneques to push the object to it's destination.

❑ ^+ 4226 CYBERTECH (AB)
This game is superb. It is clearly an attempt at copying the Alien Breed games. However, this game does just that and is original as well.

❑ ^^ 4228 (AGA) JINX (AB)
Jinx is a puzzle game which involves two characters which are both controlled by the one player. You have to try and collect up crystals and then find the exit for each level. There are many traps and the game get progresively more difficult. The graphics are wonderful. Superb.

❑ ^^ 4230 (AGA) TRAINS
Slideshow of excellent full colour digitised photos. displays a range of British Rail locomotives.

❑ ^+ 4231 LORD OF THE RINGS [2MB]
A slideshow of pictures taken from the animated movie Lord of the Rings. There are also a number of animations created using the film as well. (5)

❑ ^+ 4236 APPLE JACK
A good game which rather reminds me of boulder dash. Guide the little man around levels collecting cherries. However there are enemies on your tail & there are heavey apples which may drop.

❑ ^+ 4237 MAP [ZOO]
There are loads of wonderful routines & effects which combine most of the usual sort of vectors and dot tunnels with some great art work as well.

❑ ^^ 4243 (AGA) FEARS

❑ ^+ 4244 OBSTICKLE
This is a very good game. You have to control a bouncy ball and bounce it around the levels collecting items in order to open the port hole to the next level. Great graphics, sound and playability. Also included is a level editor so that you can change the levles or make your own.

❑ ^+ 4245 EMERALD MINE PRO 4
This is a good maze game (a bit like boulder dash) in which you make your way around the levels bombing through rocks and digging tunnels through the soil in order to collect the emeralds. Very good.

❑ ^+ 4246 MARTIAL SPIRIT
This is a Street Fighter II type beat'em up. There are all the normal punch and kick moves as well as one special move for each fighter. The graphics are good and the sound effects arn't bad. Good.

❑ ^+ 4247 ACT OF WAR MISSIONS
This disk has extra missions for the registered game A.O.W. v1.4

❑ ^+ 4248 MARBLES
This is a very good game. Unbelievably addictive, this puzzle game demands a lot of thought and skill. You have to guide a marble around all sorts of levels with out getting stuck or killed. Great graphics and music. Very, very good.

❑ ^+ 4249 SOLO ASSAULT
A very good looking game. Seemingly based around StarWars this game involves the navigation of your space ship through an asteroid field. You can blast them or steer round them. Also you have to fight enemies with your trusty light sabre when you stop at space stations. Very good graphics and sound effects. Very good.

❑ ^+ 4250 SEED OF DARKNESS
A witch has taken over the kingdom by kidnapping the king. You, for some reason, have to get him back again in this medievil adventure. Not bad.

❑ ^+ 4252 BOARDGAMES #1
There are four games included on this disk. These are: Reversi, Backgammon, Othello and Go-Moku. All the games have a good number of options and are very playable. Good.

❑ ^+ 4268 DOCTOR WHO QUIZ V2.0
This is a multiple choice quiz game based on Doctor Who. It features questions from the 1st story (An Unearthly Child) through all seven Doctors to the last story broadcast to date (Survival). It doe sn't include questions on the New Adventures, Missing Adventures, or any other stories. By Nigel Ellis

❑ ^^ 4269 (AGA) AMIBOARD CHESS
AmiBoard is an electronic chess board. This is a new chess program for the Amiga. It is not a port of GNUChess but a completely new program. It requires a 68020 or better processor and KS3.0. By Thorsten Greiner. Requires use of LHA.

❑ ^+ 4271 BOOMFIELD
BoomFiled is a great version of MineSweeper. It has some new features: Great backround music. Auto mode. Hebrew and English support.

❑ ^+ 4272 COW WARS V1.1
Okay readers, this one's pretty simple. Cow Wars is a two player game the object of which is to blow up your opponent before he or she can blow you up. Each player must lob 3 different cows (one glass, one real, and one styrofoam) over a mountain and land them on the other player. Which cow a player has to lob is a function of providence so don't go trying to select one cow over another. When all three cows have found their mark the game ends, but any cow in the air has a chance to land so ties are possible.

❑ ^+ 4274 BIZARRE AND WHOLLY
Is a delightful platform game. This is apparently the playable demo for an amazing game which enjoyed an undeservedly brief commercial release in the UK. By William L. Houts.

❑ ^+ 4275 TACTICAL STARSHIP
This is a strategy game based on tactical starship combat. Play revolves around maneuver and resource management.

❑ ^+ 4277 INCINERATOR 3D
is a 3D missile attack/defend game. It lets players attack an enemy city, as well as defending their own, from missiles arcing over the mountian tops. It features up to 24 simultaneous missiles, an attack helicopter, laser cannons, and force fields. PAL mode supported, and Hard drive installable.

❑ ^+ 4278 KILD PLATFORM
Action platform game involving collecting pods, little dudes and death. Kill The Little Dudes Tested & works fine on A500,A600 & A1200.

❑ ^+ 4279 LORDS OF HOST V1.0
A strategy game for two players based on a board game called Shogun. Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuitionized user interface. Complete source code, precompiled include files and debugger files included.

❑ ^^ 4280 (AGA) MARILYN MONROE
FOR USE WITH KLONDIKE AGA

❑ ^^ 4281 (AGA) RANMA CARDS
FOR USE WITH KLONDIKE AGA

❑ ^^ 4282 (AGA) SAILERMOON
FOR USE WITH KLONDIKE AGA

❑ ^^ 4283 (AGA) X-MEN CARDSET
FOR USE WITH KLONDIKE AGA

❑ ^+ 4284 XENO PLAYABLE
This is a playable demo of the game XenoStar available from AGE Entertainment Software in Canada. It is a clone of the popular William's arcade game from the 1980's, Sinistar. Requires any Amiga, 1MB, a joystick, a trigger finger.

❑ ^+ 4285 TOP HAT WILLY V1.2
Nowadays a platform game means something that scrolls in eight directions at 50hz speed, has power-ups and jump-on-a-monster-to- kill-it action. This is thought to be an improvement over the 8-bit-style platform games such as Jet Set Willy or Monty Mole.

❑ ^+ 4286 TURBORAKETTI
is a shooting-, gravity- and strategy-game for exclusively two players. The aim is to destroy the other player's raketti. The emphasis is on the strategy, since for advanced players it depends more and more on the applied strategy to win.

❑ ^+ 4293 CHIPSOUND
This is a nice Chipsound collection with 10 great chip-tunes.

❑ ^^ 4294 (AGA) SILLY WHININGS
Silly Whinings is a huge musicdisk constructed of EastHKI HQ's (Kevyt Linja) modulecompetition modules. Includes fine graphical interface and lots of splendid tunes! Enjoy! (3)

❑ ^+ 4300 BOARDGAMES #2
There are a couple of games on this edition. Cleudo (you know it was Prof Plum in the dining room with the candle stick) and Montana a one player card game. Very good.

* SPECIAL NOTE *

All the disks conatined within this advert disks V1501 to v1750 and disks 4001 to 4300 are included on the Hottest 5 CDROM. see the other page of the advert for more details.

!! CODES & SYMBOLS !!

(^)	Works on WB3 & above.
(^^)	WB3.x ONLY!
(+)	Works on WB2 & above .
(*)	WB2.x+ only
(-)	Not WB2.0
(!)	Not WB3.x
(?Mb)	Req ? memory
(?)	There's ? disks in set
(K)	Req V1523 KICK
(>)	NOT!on an A600.

HOW TO PAY & ORDER

Tick the boxes to the left of the disks with a Pen, you would like to order. Cleared funds will be sent within 48 hours. Make Cheques, Postal Orders, Euro cheques & Bankers draft's out to PD-SOFT. Credit Cards (switch min order of £15.00) can be used. Oversea's Cheques Drawn on a UK Bank. Fast despatch Cleared funds only.

PD & SHAREWARE

The Disks contained within this advert are Public Domain or Shareware unless otherwise stated. Please remember that the cost you pay us is for the duplication & handling costs incurred, not for the programs or the contents of the disk(s). Remember that Shareware is not FREE if you like it, Register it. Some programs are cut down versions, some are demos, and some are the full version - freeware.

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Minimum order of 5 disks
(£2.00 @ disk) 5 Disks £10.00+[£1.00]
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(£1.57 @ disk) 14 Disks £22.00+[£1.43]
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Example Order for 9 disks!! 9 disks at £2 each equals £18, add £1 for P&P makes a total of £19

AIRMAIL add £2.00 to normal charges
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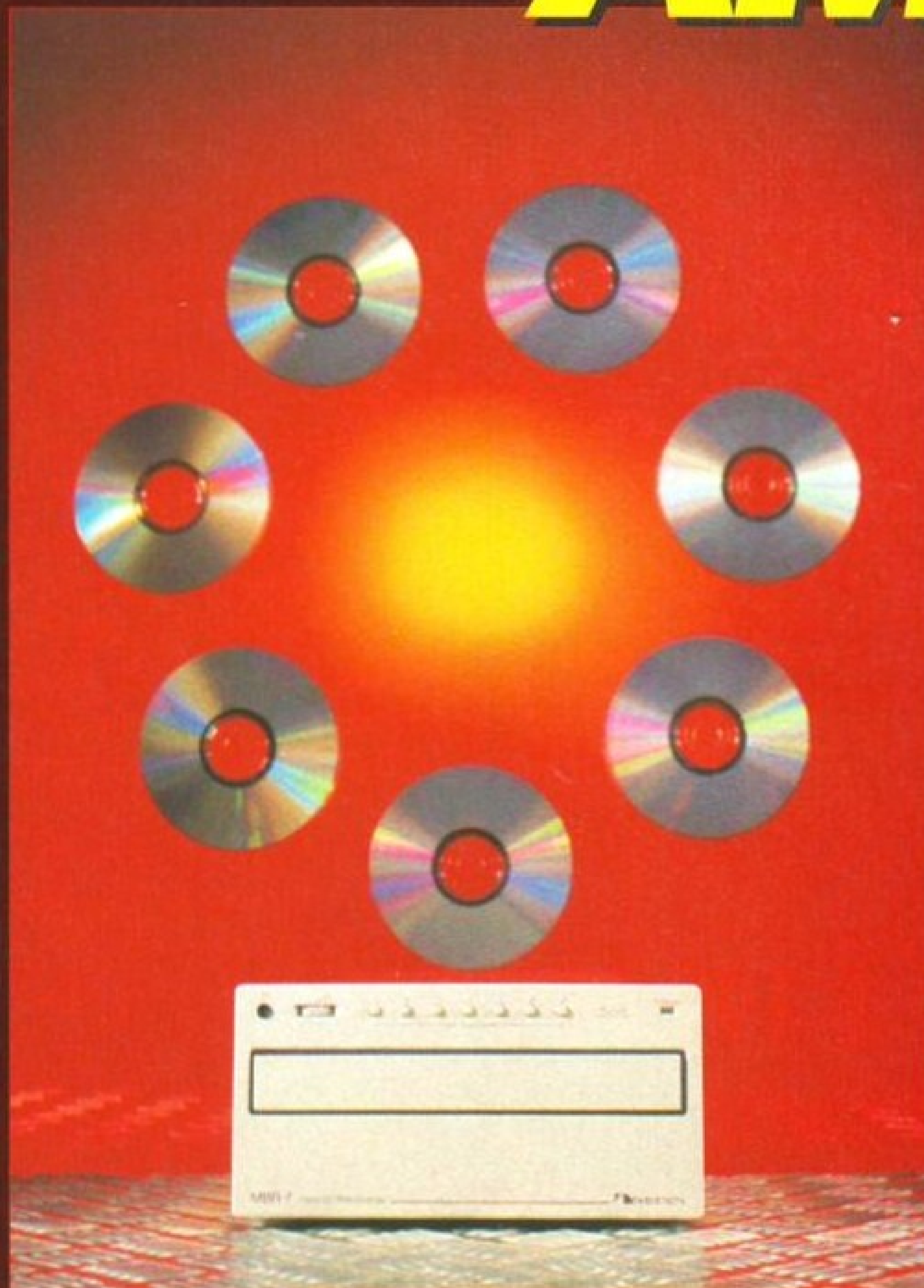
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Switch Cards Issue Number
Card Expiry Date 9
Extra Switch Card Numbers
I am ordering from: Name of Magazine
I enclose cheque/PO (or please charge my card for).

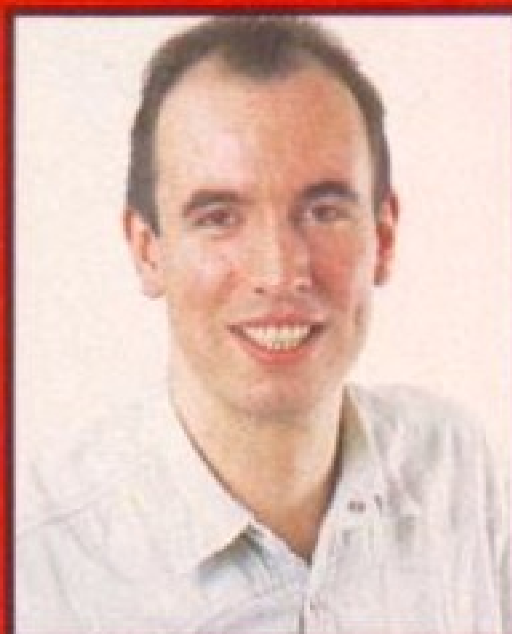
SERIOUSLY AMIGA



The new Nakamichi CD-ROM drive can hold up to seven discs at once. But do you really want to go seven up? See page 87.

AMIGA FORMAT

THE COMPLETE PICTURE



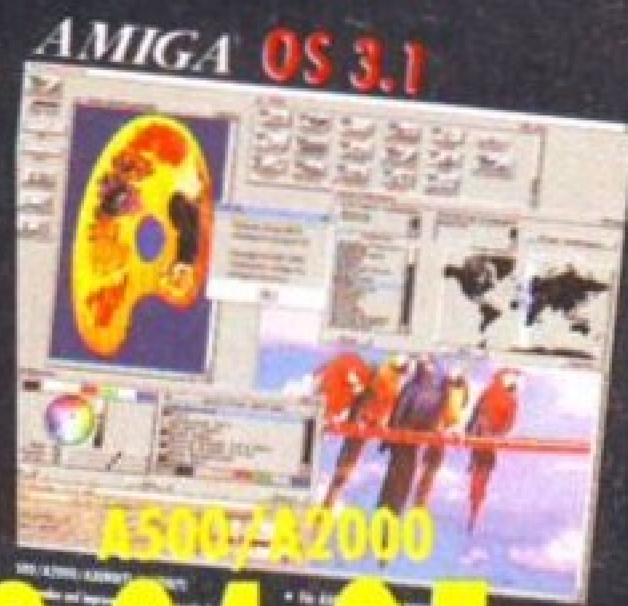
There's more than a bit of a video theme to this month's serious section. We've given the Microgen Plus and the Maxigen 2 Broadcast genlocks some rigorous testing. Hopefully, after studying what we have to say about these pieces of kit, you'll realise the importance of reading *Amiga Format* reviews before you buy.

On paper, these genlocks look like real winners. Both are capable of handling Hi-Band Y/C video signals – the kind of signal you get from S-VHS and Hi-8 equipment – and normal composite video. They also boast some of the more functional extras such as faders and RGB pass-thru. In all, the fact that these features are there is a good thing, but it also allows claims to be made in advertising blurb that could catch out the unwary, leaving them hundreds of pounds out of pocket. So the message is clear. When you're considering making a purchase for your Amiga, think once, think twice, think *Amiga Format*.

STEVE McGILL

REVIEWS

AMIGA OS 3.1





A500/A2000
£ 84.95
A1200/A3000/A4000
£ 94.95

Commodore

Picasso II RTG

Hardware of the year 1993 and 1994



Picasso II RTG, the graphics board all others are measured against:

- Graphics board for all Amiga's with Zorro-Bus - Workbench driver to retarget all programs and WB to the Picasso
- Supports up to 256 colors with WB3.1, even on A2000 and A3000
- WB resolutions definable up to 1600 x 1280 pixels
- HiColor (16Bit) and TrueColor (24Bit) graphics: 16M colors!
- Drivers for most graphic programs such as AdPro, ImageFX, ImageMaster, Real3D
- Allows connection of any VGA or Multiscan monitor
- A1084 and A1081 are still usable with a special cable
- Black borders gone forever, takes full advantage of monitor's capabilities
- System-compliant implementation of monitorfile, resolution selec table using screen mode-requester
- Monitor-File compliant with System 2.x or higher, resolution selectable using screenmode requester
- View regular Amiga and special PicassoII-RTG screens on same Monitor without changing cables.
- Screen promoter to make older programs work on Picasso
- Draggable screens
- Available with 1MB or 2MB, upgra dable from 1MB to 2MB at anytime

2 MB £ 299.95

1 MB £ 259.95

Ariadne

Don't get overwhelmed with the complexity of setting up a network, use our Ariadne Ethernet card that is compatible with all Amigas that have an available Zorro Slot. This card is not only easy to network - it also equipped with 2 additional parallel parts offering multiple network solutions.

- 10Base-2 (Thin Ethernet, coax-cable) and 10Base-T (Twisted pair, western jacket)
- Socket for Boot-ROM
- SANA-II compatible driver for ethernet and parallel port
- Hook up to two additional Amigas to the parallel ports with Liana
- 32KByte cache to support CPU
- Includes Commodore's Envoy networking software
- English manual

£ 199.95

Liana

Are you in need of a fast and easy connection between two Amiga's? Liana, the low-cost network solution, is exactly what you want! Just plug it in, install the software, and it runs! Nothing could be easier than that. Liana is the network solution for those with a small budget and big needs. You can even share your hard drives and printers.

- For every (!) Amiga from WB 2.0 on with a free parallel port
- Includes cable
- Includes Commodore's Envoy networking software
- English manual
- automatically reconnection after (re-)booting without new startup
- Every machine usable as server and client

£ 59.95

MainActor Professional

£ 49.95

Open your mind and dreams to the world of great animations, what Picasso users have been doing for a long time with the demo and full versions,you can do, too. MainActor Professional offers a high degree of functionality including multi-platform support (i.e. .AVI and .FLI animation file formats

- Synchronize animations with sound effects
- Supports several graphic boards with special loader modules
- Uses 24Bit files
- Play animations directly from RAM or from hard drive
- Convert animations and picture formats
- Playable within a window on WB
- Complete ARexx-support
- Supports 14 different animation file formats
- Supports Video-For-Windows format
- Special, fast animation format for Picasso II

Pablo

The video module, Pablo, expands your Picasso II with two new video outputs. Using the Pablo, you can view your Picasso output on any TV or VCR. All with quality that you would only expect to see from broadcast video encoders. That is why the Picasso II video encoder module, Pablo, won in the (German) magazine 'Amiga Magazin' (issue 5/94) test for video encoders.

- Three cables included: RCA, S-VHS and SCART
- 5 floppy disks with drivers, animation demos and more
- 24Bit Animation program included
- 15kHz overload protection
- 2 well written manuals
- Plugs onto the Picasso II - no Zorro-Slot required
- Easy installation of video modes

£ 129.95



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AF is first again with two exclusive product previews. Nick Veitch reveals all...

Previews

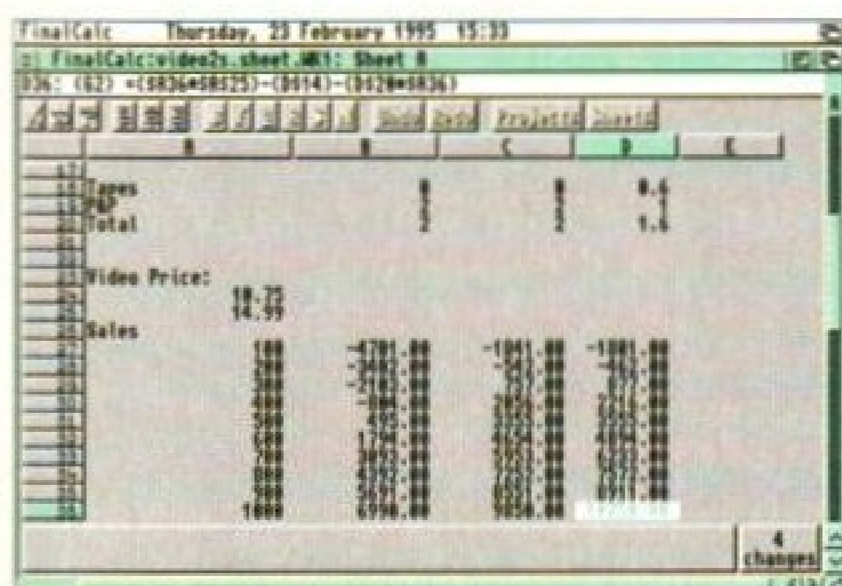
Final Calc

Final Calc's name suggests two things. First that it comes from Softwood, who also produce *Final Copy* and *Final Writer*, and also that it is some sort of spreadsheet. What it doesn't tell you is just how amazing this software is. In many respects it is more powerful than *Lotus 1-2-3*, the preferred spreadsheet for professional users.

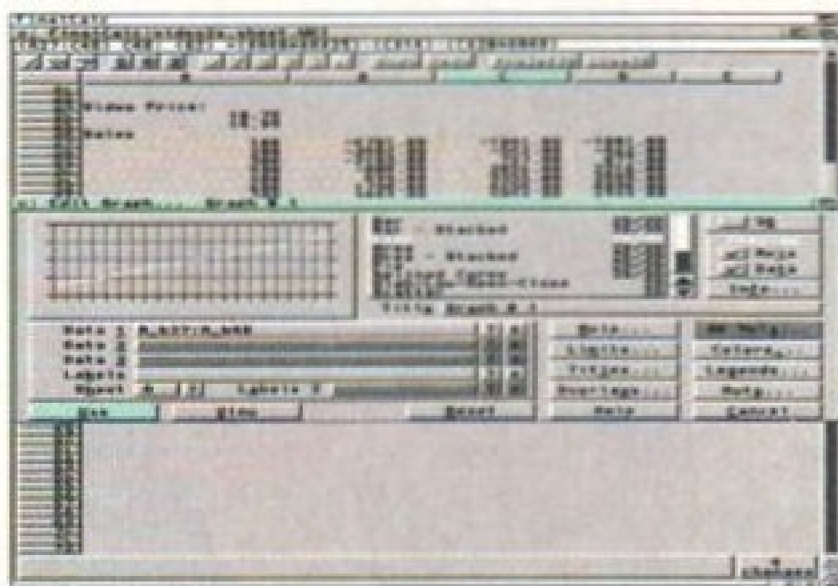
Final Calc is simply years ahead of any other Amiga spreadsheet. It has all the usual goodies (full *ARexx* support, context-sensitive help, adjustable screen modes) but combines them with an overwhelming range of powerful functions such as regression analysis, PostScript font support, a problem-solving tool, a macro recorder, background recalc, customisable printouts and graphs – you can even save successive graphs as an animation.

The system requirements may be a bit tough, you will need 3Mb RAM and Workbench 3.0 at least, but this is simply the most powerful mathematical tool you will find on the Amiga.

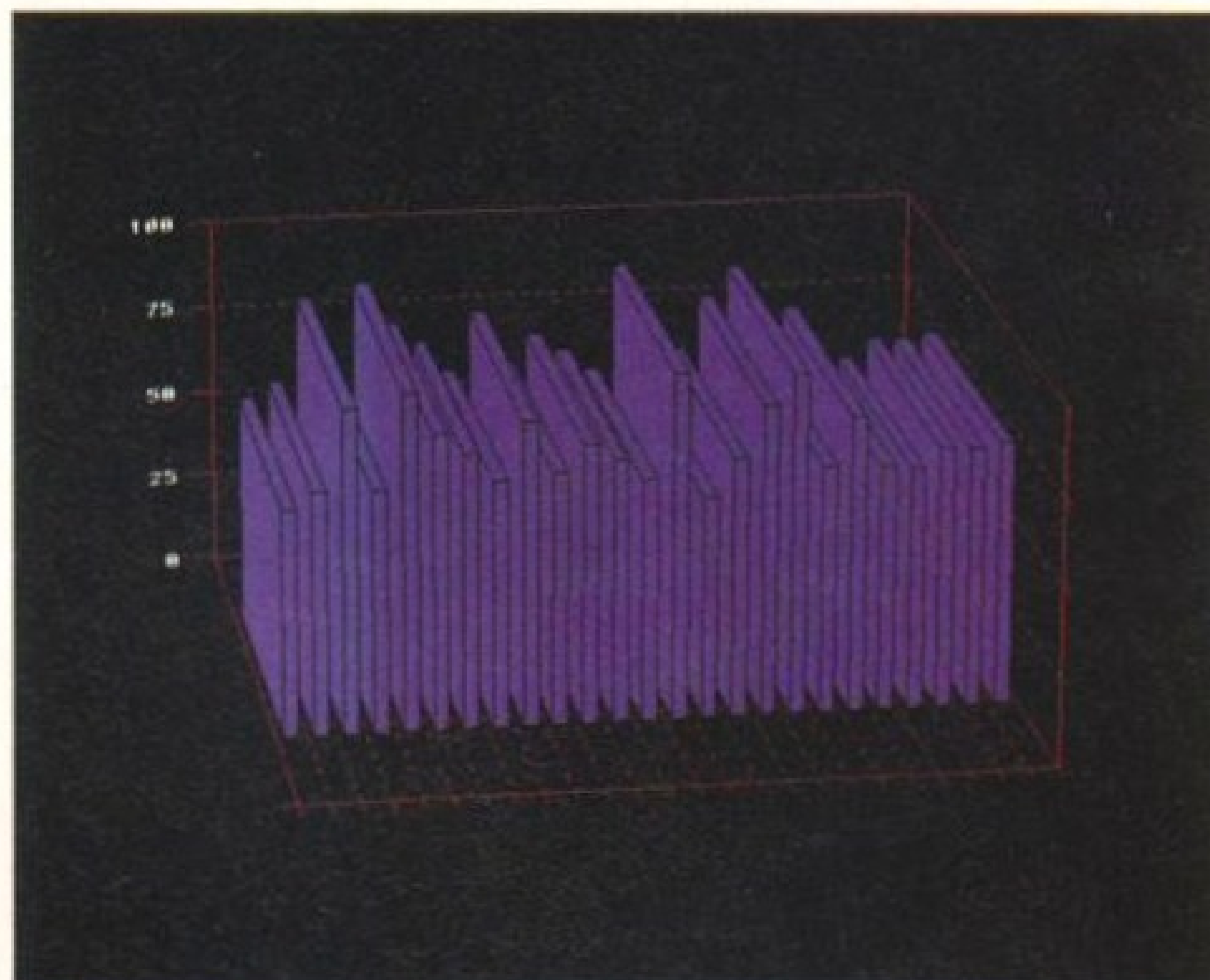
One of the best things about the *Final Calc* software, is that it is highly configurable to your needs. Don't worry what sort of tables, printouts or graphs you need, this package can do it all. *Final Calc* should be out soon, read the definitive review in *Amiga Format*...



Standard spreadsheet fare, but *Final Calc's* advanced features make it easier to create.



Almost every aspect of the software can be fine-tuned to your own preferences.



3D graphs are child's play to *Final Calc*. You can adjust the angles, labels, colours and even create animations for an impressive presentation.

A fantastically powerful spreadsheet, *Final Calc*, is coming your way from Softwood.

CONTACT: HARWOODS 01773 836781

Organiser

Sort out your hectic schedule with Digita's *Organiser*.

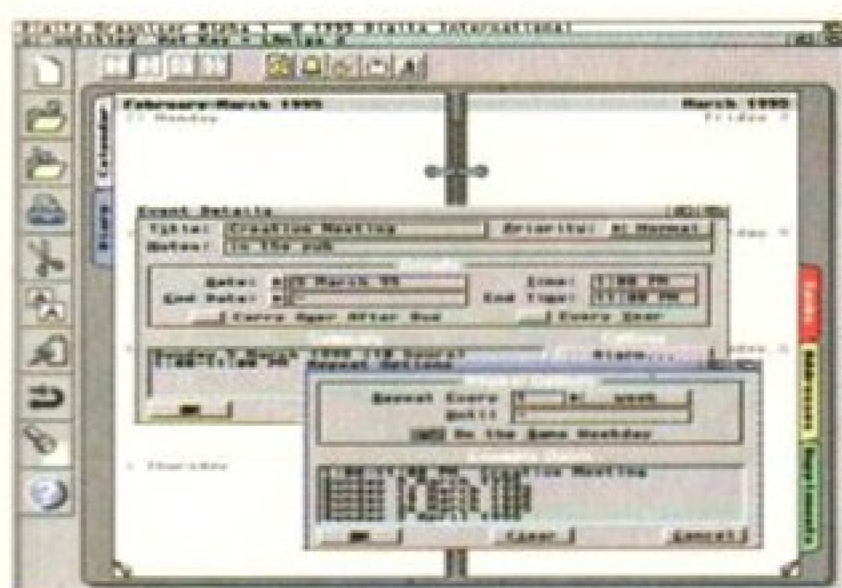
In a perfect world, meetings would only happen when you were well prepared for them, your friends would send you messages to remind you of their birthday, and you'd never be confused about what month it is.

Digita are attempting to bring that perfect world one step closer with *Organiser*, an Amiga-based Filofax that can store all your important contact names and addresses, and keep track of all those vitally urgent tasks you have to do, like tape *EastEnders* for your mum.

When we say that it is a Filofax, we mean almost exactly that. The on-screen display is exactly the same as opening up your own personal organiser.

Organiser consists of sections for a calendar, diary, address book and a supplements section, which for the moment includes UK and international dialling codes, but it will be able to accept any text-based information, so you can add your own recipes or whatever. Digita plan to include more add-ons with the release version. One of the things Digita have brought with them from their other software is *Digisense*, a system which tries to work out what you are trying to type before you are completely finished typing it.

If you are always missing the on-sale date of the world's biggest-selling Amiga mag, you should look out for the review in a future issue.

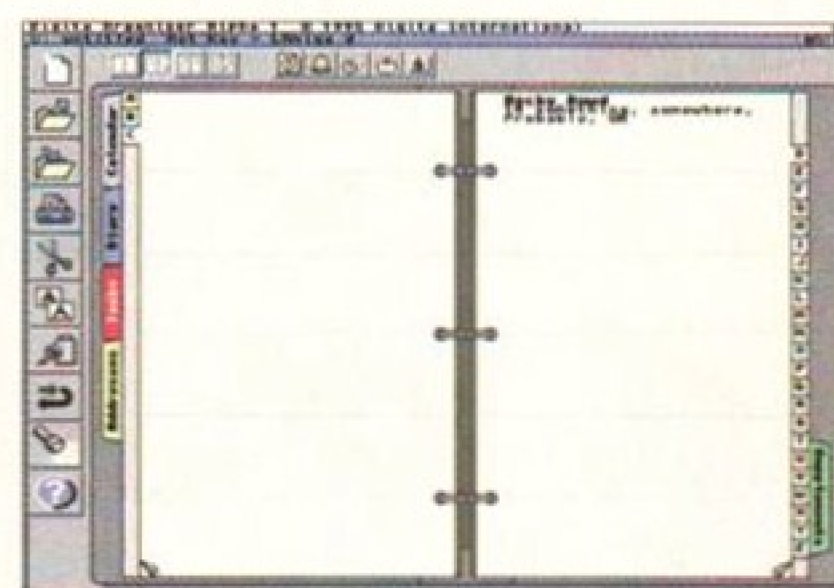


It is easy to spot the influence of *Wordworth* on Digita's latest project.



Just one of the many add-ons for *Organiser*, this directory of dialling codes is very handy.

CONTACT: DIGITA 01395 270273



How you actually view addresses can be configured to suit your needs.

Nakamichi MBR7

How many CDs do you need on-line at once? Nick Veitch rides out with the magnificent MBR7...

It had to happen. Someone, somewhere finally worked out that it is too much of a chore to eject one CD and put in another one, so the multi-CD player was born. Actually, the idea was initially developed for hi-fi where the more gadgets and bizarre features (sorry, 'consumer benefits') a system has, the more likely you are to shift them.

Nakamichi have modified the basic drive, which could otherwise form part of an in-car stereo system, to use proper CDs – CD-ROMs. This master stroke entails not much more than adding a decent interface and restyling the mechanism in a nice case, which has been admirably achieved.



Seventh heaven: The Nakamichi CD-ROM drive brings multi-disc hi-fi technology to the Amiga.

The mechanism is SCSI-2-compatible, and also works well as a SCSI unit, with no real loss. The unit is structured to work as one SCSI device, with seven different logical devices – one for each CD. This approach should work well on almost any SCSI interface. It certainly does on the A4091 SCSI card, and should be OK on most other SCSI interfaces, including the likes of the GVP unit, although some interfaces will require jumpers/DIP switches to be changed to enable LUNs (Logical Unit Numbers).

Then it's just a matter of setting up your devices. If you are a WB3.1 user, the CD handler is already present, and you just have to configure *DOS* driver entries. For the rest of us, Almathera provide the Aminet CD handler and useful examples of mountlist entries and *DOS* driver icons. Unless all the default settings are correct, which is very unlikely, you have to edit these to suit your system. It isn't difficult, but a cursory knowledge of the standard SCSI terminology would be very useful.

The CD-ROM unit itself is nearly three times as high as a standard external drive, but with only one tray. Joy of joys, you do not need a ridiculous caddy, you just pop the disc on the tray and away you go. Apart from its size, the only other obvious difference from an ordinary drive is the access button – there are seven of them.

You can really amaze your friends and fool your enemies with some top Ali Bongo-style disappearing tricks. Press One and the tray comes out. Put a disc in and press Two and the tray goes in again, then comes out empty! Now you see it, etc. This is how you load all seven discs.

When in use, it is possible to fool your Amiga into believing that all seven CDs are mounted at once. To the system, they all appear to be on-line. but you'll notice the difference when you access one of them. There's only one CD mechanism, so the discs are juggled, to bring the currently-operated one under the CD head, and storing the others. For this reason, it's inadvisable to expect the Nakamichi to re-select discs. It will work, but very slowly – you can't imagine how slowly. Don't try to access more than one disc at once.

This can also cause problems when booting up because *AmigaDOS* likes to mount all its devices. So if you use all the CD drives, you may find your machine takes a long time to boot because Workbench asks all the discs to identify themselves, and the poor CD unit has to shuffle between them. It is better not to automount them at boot-up, but mount them manually when required.

The accompanying disc includes some useful utilities for managing the thousands of huge icons which will be trampling over your Workbench screen (OK, so CDs are very big, but do they really need HUGE icons?). The only real problem with the drive is the time it takes to change CDs, and the confusion Workbench can suffer. This is usually only in the early mounting stage, so it's excusable if you want to use the unit as a server or with a BBS system.

Some other features, such as the ability to read the 3-inch CD format (for CD books), and multisession capabilities, may open it up for use in more areas.

NAKAMICHI MB7

DISTRIBUTOR
Almathera 0181 687 0040

PRICE
£345.00

SPEED ●●●●
Standard double-speed performance, minus a bit when changing discs. 300K/sec sustained performance.

MANUAL ●●●
The Nakamichi instructions are laden with information, but it may be difficult to understand if you don't know SCSI.

ACCESSIBILITY ●●●●
Apart from the set-up problems, and the slight delay when swapping discs, it's just like having seven drives.

FEATURES ●●●●
The magic tray, no caddy, stereo phono outlets, headphone socket, seven discs at once – yes please.

VALUE ●●●●
It's not as expensive as seven separate drives, and it's good value considering all the features it offers.

"An impressive executive toy and a very useful way of always keeping your CDs on-line."

80%

Maxigen 2 Broadcast

Can the new offering from Power Computing really challenge the GVP G-Loc for top spot in the genlock stakes? Steve McGill finds out.





MAIN: Surrounded by a sturdy full-metal jacket, the Maxigen 2 looks impressive. It also uses the BNC sockets that professionals allegedly prefer. Add to this the picture correction ability and you're looking at a top spec genlock.
INSET: With RGB Pass-thru, limited transcoding, RGB video correction and S-Connectors, the Maxigen 2 will slip into most DTV set-ups with minimum hassle.

Most genlocks are capable of outputting a mixed Amiga graphic and video signal without any problems. Viewed on a television or monitor, the signals generally range from good to excellent and could easily lull the unwary into a false sense of security about what they're purchasing.

You see, monitors and televisions have proc-amps and pre-amps that tweak and generally iron out any deficiencies in a picture signal before the viewer gets to see the original product. And that would be fine if the same picture sharpening and phase correction happened while recording these picture signals to tape. Unfortunately, video deck circuitry being what it is, this doesn't happen.

The quality of recording depends on the integrity of the initial signal being output by the genlock. The better the quality of the video deck being recorded on to, the more it will show up any deficiencies in the genlocked signal.

There are several means available to minimise this phenomenon – Time-Base Correction being the ideal way of solving most problems. But this is an expensive solution that realistically speaking is only considered by pros and semi-pros. Other methods open are the use of sync-pulse restoration units and colour correctors. These can be picked up for around £70. They're a worthwhile investment for those of us on a reasonably tight budget.

Better still though, is if the genlock itself offers the ability to tweak its output. The Maxigen 2 Broadcast does exactly that, albeit in a crudish and slightly offputting form. On the black anodysed aluminium front panel, there are six miniature screw heads. These take care of the video signal and you can add or subtract more red, green, or blue and tweak the vertical and horizontal sync.

What's more, on the rear of the unit, there are another three screws which let you adjust the intensity of the Amiga RGB signal. This is particularly handy for fine tuning the output of the genlock to the tolerance of the head in your video recorder. Bleeding, over saturated colours can be minimised and reduced.

But these adjustments have to be made manually using miniature screwdrivers, whereas GVP's G-Loc lets you adjust these parameters from a software panel. This is much more flexible and means that settings can be saved to disk or RAM and called upon when needed.

For example, say you hadn't taken a white balance with a camcorder and went on to film daylight scenes. Everything filmed would have a blue tinge to it. Easy, adjust the blue levels and balance them out with the red and green levels. It's not perfect, but it'll look better than the original uncorrected picture. Changing back to normal picture footage with the Maxigen 2 means more fiddling with screwdrivers. A time-consuming affair that could have been avoided.

Due to this, it's really very hard to recommend the Maxigen 2, especially when you consider that it's directly up against GVP's G-Loc. The option of software control, limited video switching, transcoding, and audio mixing make the G-Loc the out-and-out winner.

MAXIGEN FEATURES

RGB Thru port,
Y/C or Composite input and output,
RGB signal,
Correction on video signal and Amiga graphics,
Saturation control,
Full travel rotary picture fader,
Inverse key,
Video-thru,
Genlocked signal selector,
V-Sync corrector,
Shielded case.

MAXIGEN 2 BROADCAST

DISTRIBUTOR
Power Computing 01234 273000

PRICE
£299.95

SYSTEM REQUIREMENTS
Any Amiga

IMAGE QUALITY ●●●●
Up there with GVP's G-Loc. The ability to use phase and colour correction is a real boon.

MANUAL
No manual was supplied with the review copy of Maxigen 2.

ACCESSIBILITY ●●●●
Easy to set up and use. Well labelled. Set of jewellers' screwdrivers required to adjust signal output.

FEATURES ●●●●
Plentiful and helpful features. Could have been better implemented under software control.

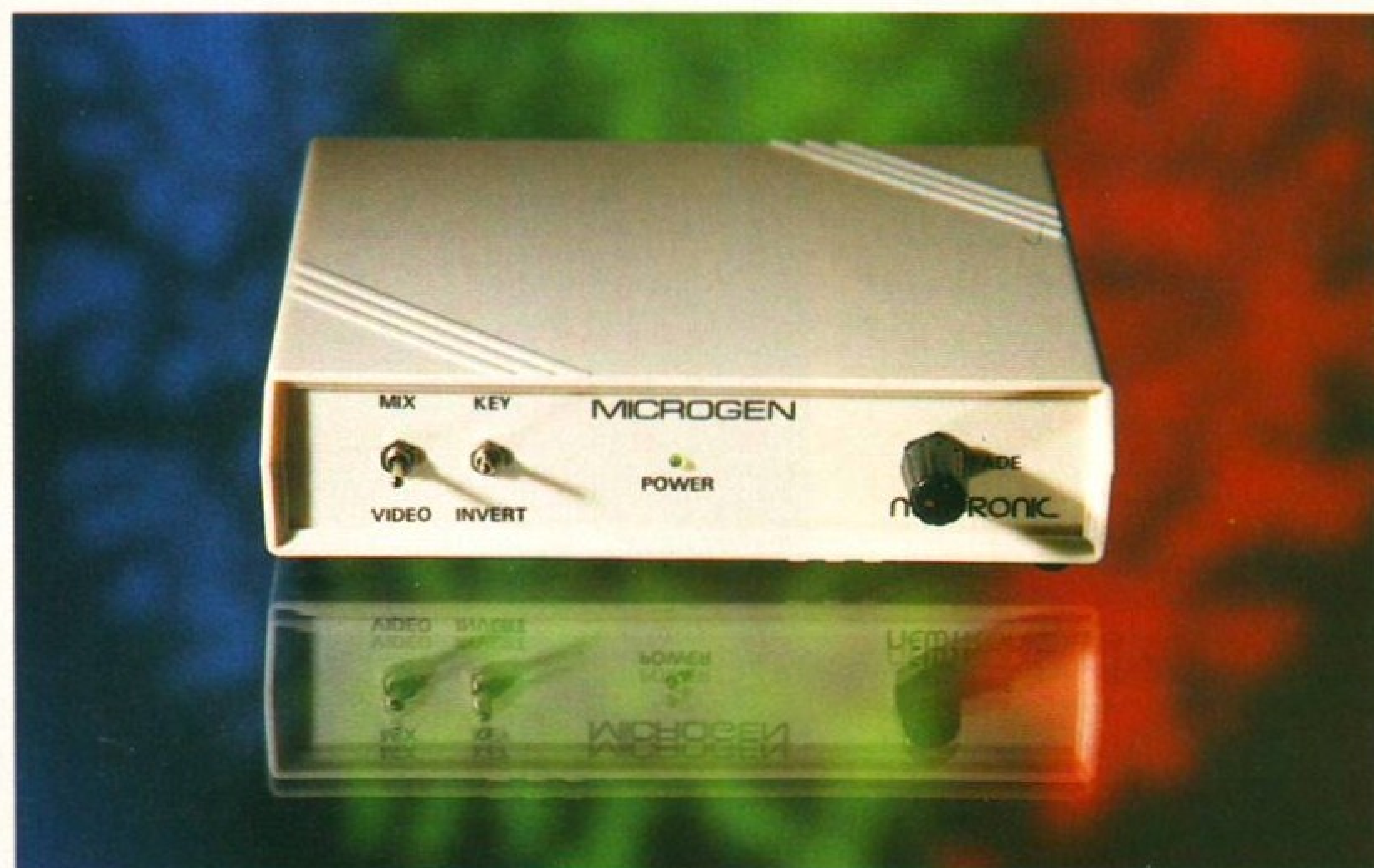
VALUE ●●●
Reasonable but not good. Looks under specified when compared directly to GVP's G-Loc.

"Certainly a candidate for best Hi-Band genlock on the market. Facilities could have been better utilised."

79%

On the face of it the Microgen Plus genlock appears to be packed with features. But is it all that it seems? We asked Steve McGill.

Microgen Plus



Immediately the box is opened, the Microgen Plus leaves itself open to suspicious speculation. The plastic casing is flimsy and there isn't a hint of shielding.

The following is a direct quote from the *Introduction To The Microgen Genlock* manual: "Ceremony for have acquired Microgen, the Genlock for all the line of personal Amiga computer, this genlock offers excellent throughputs to a contained price, in fact, united she to your Amiga allows you to register in normal videotape all the graphics and animation of your computer."

Now, this isn't meant as a cheap joke, but surely such a laughable translation deserves mockery and scorn poured upon it from a great height. What are you supposed to do if you're a beginner and are relying on the manual to help you connect the Microgen Plus to the Amiga and the rest of your video equipment?

My main concern lies with the impression this gives to the unsuspecting buyer. Firstly, they'll open the box, find a cheap-looking lump of plastic (the Microgen Plus) packaged together with a 23D female-to-male connnector and a flimsy piece of paper which is the user's poorly translated manual.

It's a shame really, because in terms of features and potential benefits to the home DTV'er, the Microgen Plus has a lot going for it: it caters for Hi-Band video signals, both S-VHS and Hi-8, and standard composite video. It doesn't transcode between the different signals, but at this price you shouldn't expect it to.

Other goodies include an RGB pass-thru which means you can feed two separate monitors. This makes it easier to work with art packages and the like, and also lets you get used to the differences between RGB and video output. And that's the sockets on the rear taken care of.

The front panel sports two single-pole toggle switches, a green LED power light and a rotary fader. The first of the toggles has a treble-throw mechanism. In the central position it acts as a straight video pass-thru – handy for checking the integrity of the video signal. The upper position outputs Amiga graphics only – useful for recording titles and graphics that don't require live video. The last position does the genlocking. That is, all instances of colour zero are transparent to the incoming video signal. All other colours are superimposed on the picture.

The other toggle switch inverts the output so that all instances of colour, other than colour zero, become transparent. More commonly known as keyholing, it comes in useful for all the most clichéd uses of a genlock such as sniper sight effects, binoculars and telescopes. Lastly, there's the rotary fader. Like most genlocks in this price bracket, the fading range is limited. Pity.

So, on the features front, things look reasonably good. But in use, it's a different story. Use of the toggle switches leads to all kinds of problems – the complete loss of sync being by far the most annoying. But almost as bad is the sporadic loss of colour and the inability of the Microgen Plus to handle extreme overscan effectively – the left-hand side of the Amiga screen overlaps the video picture, and there's a constant jitter on the upper left-hand section of the screen. What's more, the plastic casing affords negligible shielding, inevitably leading to cross interference from other equipment in a DTV set-up.

The specs of the Microgen Plus look good on paper, but in the real world, despite the Y/C connections, the output is poor and lacklustre. The loss of sync is unforgivable. In this price range there are better value genlocks than the Microgen Plus available.



£180 is a good price for a genlock capable of delivering Hi-Band video signals. Sadly, the Microgen Plus isn't of a high enough quality to make it worthwhile.

MICROGEN PLUS

DISTRIBUTOR
Power Computing 01234 -273000

PRICE
£179.95

SYSTEM REQUIREMENTS
Any Amiga

IMAGE QUALITY ●●
Can't be trusted to constantly output a stable signal. Using the toggle switches leads to problems.

MANUAL ●
More of a hindrance than a help. More money should have been spent on a good translation.

ACCESSIBILITY ●●●
Easy enough to set up without the use of the manual. Absolute beginners may have problems though.

FEATURES ●●●●
It's got all the features that an ambitious up and coming movie maker could want.

VALUE ●●
Despite the availability of Hi-Band video, there are better value, better quality genlocks on the market.

"The spec list is enough to make you slaver but the reality could make you cry."

60%

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FREE! PRINTER KIT WORTH £57.58 INC VAT



FREE PRINTER KIT INCLUDES:

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KIT VALUE **£57.58** INC VAT

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FREE COLOUR RIBBON

2 YEAR WARRANTY

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- Prints on Stnd Paper
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- Spot Colour & Black Ribbons Supplied
- Battery Optional (see below)
- 2 Year Warranty

RRP	£229.00
FREE RIBBON	£5.88
TOTAL VALUE:	£234.88
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SILICA PRICE:	£194.89

£194.89 PRI 2104 + VAT = **£229** INCLUDING VAT

FREE DELIVERY

SPECIAL OFFER! SAVE NEARLY £40 — NOTEBOOK PRINTER II BATTERY WHEN PURCHASED WITH PRINTER £20 INC VAT. Ref: PRA 1148 - Normal price £44.99 INC VAT

24 PIN 192 CPS 80 COLUMN

COLOUR KIT OPTIONAL EXTRA - SEE BELOW



- 24 pin - 80 column
- 192cps Draft (12cpi) 64cps LQ (12cpi)
- 8K Printer Buffer
- 5 Fonts - 2 Scalable
- Parallel Interface
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- Autoset Facility
- Quiet < 48dB(A)
- Built-in 50 Sheet Automatic Feeder
- "EASYSTART" S/W - Windows Driver - Amiga Driver
- Optional 128K RAM, Colour Kit, Tractor Feed
- FREE Silica Printer Kit
- 2 Year Warranty

FREE DELIVERY IN UK MAINLAND

2 YEAR WARRANTY

FREE! PRINTER KIT SEE LEFT



IDEAL FOR THE FIRST-TIME USER

EASYSTART SOFTWARE

ABC - MONO PRINTER

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PRA 1237

SAVE £5 COLOUR KIT ONLY £20 WHEN PURCHASED WITH PRINTER

RRP	£189.00
PRINTER KIT	£49.00
TOTAL VALUE:	£238.00
SAVING:	£119.70
SILICA PRICE:	£118.30

£118.30 PRI 2411 + VAT = **£139** INCLUDING VAT
FREE DELIVERY

INKJET 180 CPS 80 COLUMN

COLOUR INKJET

- Citizen Projet II Inkjet - 80 column
- 180cps Draft (10cpi)
- 120cps NLQ (10cpi)
- 50 Nozzle Head
- 50K Printer Buffer
- 3 Fonts Built-in
- 1 x IC Card Slot
- Optional HP Compatible Font Cards
- Parallel Interface
- Graphics Resolution: 300 x 300dpi
- HP Deskjet Plus (PCL3+) Emulation
- Automatic Sheet Feeder
- Includes Enhanced Windows 3.1 Driver
- Quiet - 46dB(A)
- 2 Year Warranty

2 YEAR WARRANTY

CITIZEN PROjet II

FREE DELIVERY IN UK MAINLAND

FREE CABLE

PROJET IIC COLOUR

RRP	£279.00
FREE CABLE	£8.47
TOTAL VALUE:	£287.47
SAVING:	£58.53
SILICA PRICE:	£228.94

£228.94 PRI 2097 + VAT = **£279** INCLUDING VAT
FREE DELIVERY

24PIN FAST DOT MATRIX 270 CPS 80 COLUMN

FAST COLOUR 24-PIN DOT MATRIX

- Citizen Swift 200C - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft (12cpi), 72cps LQ (12cpi)
- 8K Printer Buffer - 40K maximum
- 7 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility Bi-directional Interface, Auto Emulation Detection
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard
- FREE Silica Printer Kit
- 2 Year Warranty

CITIZEN Swift 200c

STAR BUY

2 YEAR WARRANTY

FREE! PRINTER KIT SEE ABOVE

SWIFT 200C COLOUR

FREE DELIVERY IN UK MAINLAND

RRP	£279.00
PRINTER KIT	£49.00
TOTAL VALUE:	£328.00
SAVING:	£175.66
SILICA PRICE:	£152.34

£152.34 PRI 2495 + VAT = **£179** INCLUDING VAT
FREE DELIVERY



THE SILICA SERVICE

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".



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- **FREE CATALOGUES.**
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Shopper**Disks** – turn to page 6



On Coverdisk 1 this month is the brilliant HelmLite, which is a true multimedia authoring system for your Amiga.

On ShopperChoice (Coverdisk 2) are some images from the key stages of this month's Photogenics tutorial, plus three handy Public Domain programs, namely: AmigaBase, VMM and XAnim.

Videon Digitiser



A video digitiser and sound sampler all in one is certainly convenient and space-saving. But in order for it to be worthwhile, both sides of the unit's capabilities should be faultless and not compromised by the other. *Videon* could be better.

The promise of playing with a new video digitiser and stereo sampler had Steve McGill champing at the bit. But he was sorely disappointed...

Like Newtronic's Microgen Plus genlock, the spec of the *Videon* video digitiser and stereo sampler looks good. It grabs video signals from composite, or Y/C Hi-Band, video sources in all resolutions (memory permitting) and colours – a boon in the flexibility stakes. Not only that, but it also doubles as a stereo sound sampler with a potential sampling rate of up to 59KHz – but there is no sound sampling software included.

Strangely though, *Personal Paint 6.1* from Cloanto is bundled with the package. And as a quick aside, it's worth mentioning that the interpretation of the *Personal Paint* manual is infinitely superior to that of the *Videon* manual.

But it's odd that a paint package has been bundled as an extra when sampling software has been excluded – it should have been included as standard. The manual recommends use of *Audiomaster 2*. An odd recommendation considering that the later *Audiomaster 4* is no longer available and won't work with A1200s. It doesn't instill confidence.

Neither does the build of the unit or the quality of the components used. For example, the case is made up of a flimsily-built piece of bendy plastic. The potentiometers that control the input levels of the sound and picture are bog standard 47Kilo Ohm – the sort you could buy anywhere at 10p a dozen, with discounts available on bulk purchases.

Of course, the design of the unit wouldn't matter if it delivered good-quality, faultless grabs. You only have to look at the casing of the Rombo series of *Vidi* digitisers to see that external design aesthetics make no difference to the functional capability of the unit. They don't look great, but they deliver the goods where it counts – grab quality and image processing functions.

Sadly, the video grabs that *Amiga Format* managed to take with the *Videon* were very poor, verging on abysmal. Incidentally, our source was faultless. We tried live grabs direct from a Panasonic MS95B S-VHS camcorder. This let us grab composite and Y/C signals. Damningly, there was no discernable difference between either type of grab.

The quality of grabs from running videotape witnessed a further degradation

Continued overleaf ➡

of the signal. Considering that the video tape used was a Fuji S-VHS Pro, the result was worrying.

For, unlike the Vidi 12 RT, setting up the contrast, brightness and saturation of the incoming signal is as easy as flicking a switch on the front panel. This acts as a pass through which, curiously, transcodes the incoming video signal into an RGB signal. This signal is displayed on your monitor (assuming you're using a Philips CM8833, 1084 or similar) and can be adjusted using the contrast, brightness and saturation controls on the *Videon* unit itself.

When the picture obtained is satisfactory, it's just a matter of deciding what resolution and screen mode is going to be used for the grab and then clicking on a button.

The speed of the grabbing is reasonable, but the time it takes for the software to assemble a full-colour picture is

"Thumbs down for this unit. It deserves to be labelled Jack of all trades and master of none."

a trifle pedestrian to say the least. The wait time in itself wouldn't be bad if the grab delivered was of a decent quality. But it isn't. Not once did we manage to take a decent, unspoiled grab.

The same can be said for the quality of sound samples taken with this unit. They tend to suffer from too much ringing. Samples were taken from several sources – camcorder, voice recorder and a 600 Ohm microphone. All sources resulted in similar interference that couldn't be put down to anything other than the *Videon* unit itself.

So, it's a big thumbs down for this unit. By trying to be all-encompassing in the sound and video department, it deserves to be labelled as a Jack of all trades and master of none.

If you're in the market for a sound sampler, go for *Megalosound* or *Technosound Turbo 2*. Both of these standalone samplers come bundled with software which means that they can be used for sampling as soon as you get them home. Plus, the quality of sampling is much better.

Likewise, if you're sniffing around for a video grabber, go for either the *Vidi 12* or *Vidi 12 RT*. Quite frankly, *Videon* isn't worth consideration unless you're desperate for *Personal Paint*.



Videon makes allowance for just about any input, be it a Hi-Band video source, microphone, tape recorder or video recorder.

DOES IT GRAB YOU?

The grabs taken with the *Videon* unit were of very poor quality, as can be witnessed with these four examples.



The above is the best grab that we managed to take. Grabbed in hi-res interlace with overscan, the result was good, but not as good as that managed with *Vidi 12 RT*.



Those of you limited by memory will find that the dithering routines to make limited colour grabs look better are useful. But not as good as they could be.



Despite using the best hardware and software settings, we couldn't stop the grab from smearing on strong blues and reds. Disappointing to say the least.



Lower resolution grabs with less colours helped make the quality of the grabs look even worse. Same set-up, different resolution and input. Yeeuuch.

VIDEON DIGITISER

DISTRIBUTOR
Power Computing 01234 273000

PRICE
£139.95

SYSTEM REQUIREMENTS
1Mb RAM

SPEED ●●
Slow. Trying to grab anything other than a still pic from a video camera leads to poor quality results.

MANUAL ●
Atrocious. It would have been easier to interpret the manual from the original Italian than it would to understand this pidgin English.

ACCESSIBILITY ●●●
If you don't need to rely on the manual, the software is easy to understand and use.

FEATURES ●●●●
Lots of features that could have been incredibly handy for a serious DTV'er.

VALUE ●●
Not worth the asking money. If you have £140 spare, look elsewhere.

"A disappointment considering the creative potential and convenience of an all-in-one unit."

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Communicator III

Expand the capabilities of your CD32 by linking it to other Amigas. Graeme Sandiford shows you how...



As a multimedia delivery platform, the CD^{32} reigns supreme. No other system provides as much power and as many features for the price. However, even CD^{32} can be improved upon, and several hardware developers have produced expansion units to use the CD^{32}'s capabilities more fully.

Communicator, however, has a different agenda, while it gives CD^{32} owners access to a keyboard and MIDI ports, its main aim is to link a CD^{32} to other models of the Amiga. It goes beyond even that – thanks to its multimedia support you can produce high-quality multimedia presentations.

Communicator III has support for more multimedia programs, an improved hardware interface and a new Virtual CD feature which enables you to set a bootup mode that's retained even when the machine is off. It has fallen in price from £170 to £69 for the standard version and £49 for *Communicator Lite* (no MIDI ports).

***Communicator's* CD page can be used to play back MPEG movie CDs as well as audio CDs – without the 1-minute delay!**



The *Communicator III* unit and lead, Amiga, and CD^{32} software.

The unit slots into the auxiliary port on the left-hand side of your CD^{32} and *Communicator* establishes a link between your machines by means of a lead that connects to your Amiga's serial port.

Communicator adds five new sockets to your CD^{32}: MIDI In, MIDI Out, MIDI Thru, A4000 keyboard and A2000 keyboard. The ability to add a keyboard is a useful feature because it enhances the machine's level of interactivity. For example, you can enter text – handy if you want to use *AmigaDOS* on the CD^{32}.

The software comes on CD-ROM for the CD^{32} and on floppy for your Amiga. The programs include: *Twin Express*, *Sernet*, *Mainview*, *Viewtek*, *PhotoLite* and the *Commsbook*. Installing them is simply a matter of running the installation script.

The *Commsbook*, which is made up of five sections or pages, is the main program used to communicate between machines and control the activities of the CD^{32}.

The Message page can be used to overlay text input on your Amiga over the current display on the CD^{32}. The Files page is where you do all your copying from the CD^{32} to your Amiga. Selecting a file is basically the same as using Workbench's default file-requesters. The View page enables you to copy across pictures and animations to the CD^{32}'s memory, where they can be displayed in full AGA-modes.

The CD page operates in a similar way to a normal CD player, but as well as playing audio CDs you can also play MPEG files such as movies. To change the transfer rate, you use the Settings page, which can also be used to set the default download directory.

However, the real power of *Communicator* is realised when you use it in conjunction with a multimedia program. The package has support for *Scala* and *Mediapoint*. When used with either of these programs the CD^{32} becomes a host unit – displaying sound and animations, including MPEG and audio tracks.

Communicator is a powerful tool for people who want to exploit the CD^{32}'s multimedia abilities. *Version III* benefits from improved build-quality and some handy software refinements.



This is the message page where you can type text messages on your remote Amiga and have them displayed on the CD^{32}'s screen. There are also a variety of effects to choose from.

COMMUNICATOR III

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PRICE
£69 (£49 for *Communicator Lite*)

SYSTEM REQUIREMENTS
WB2+ and 1Mb RAM minimum (2Mb Fast and 2Mb Chip RAM recommended)

SPEED ●●●●
Considering the package uses the serial port, some respectable transfer rates can be achieved.

MANUAL ●●●
Not horrendous, but sketchy in places.

ACCESSIBILITY ●●●●●
Simplicity itself – just plug it in and run the *Commsbook*.

FEATURES ●●●●
Although not primarily an expansion unit, it would have been nice to have had a floppy drive port.

VALUE ●●●●
£69 for the full-version and £49 for *Communicator Lite* is a far more realistic price than the £170 previously being asked.

"A powerful tool for exploiting the CD32's multimedia capabilities."

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Power CD-ROM

What! Surely not another CD-ROM drive for the A1200 and A600? Richard Baguley investigates.

Although the manuals don't make this particularly obvious, the SCSI interface which comes with the Power CD-ROM drive is an unlabelled Squirrel unit. For a full review of this, see *AF69*, but suffice to say that it's a small black box which plugs into the PCMCIA port and a thick cable with a standard amphenol-style plug on the end.

The CD-ROM drive itself is a basically a bog-standard double-speed SCSI mechanism manufactured by Sanyo, encased in a pretty tough-looking metal case. At the rear of the unit are the two SCSI ports, so you can connect other units to form a SCSI chain.

Because many CD^{32} titles use CD audio as well as Amiga-generated audio, you need to be able to mix both sets of sounds. The CD^{32} has circuitry built in to do this, but the Power unit does it by routing the Amiga's sound through the CD-ROM unit and mixing it with the CD audio at the same time. It means you have quite a few cables floating around and cluttering up the place, but it does work.

Because of the way the system operates, you can't boot up off a SCSI unit attached to it. Instead, you can either boot up from your internal hard disk or create a special floppy which transfers control over to the hard disk and sets the rest of the boot process going. This isn't a real problem – if you want to use the CD-ROM drive you are going to need a hard disk anyway.

One of the main selling points of a unit like this is that it can emulate a CD^{32}, so you can use it to play all those lovely CD^{32} games while still maintaining the flexibility of the A1200.

Because it's not possible to boot up directly from any device on the SCSI bus, the installation program can be used to create a special bootable floppy which sets up the system and hands control over to the CD-ROM drive.

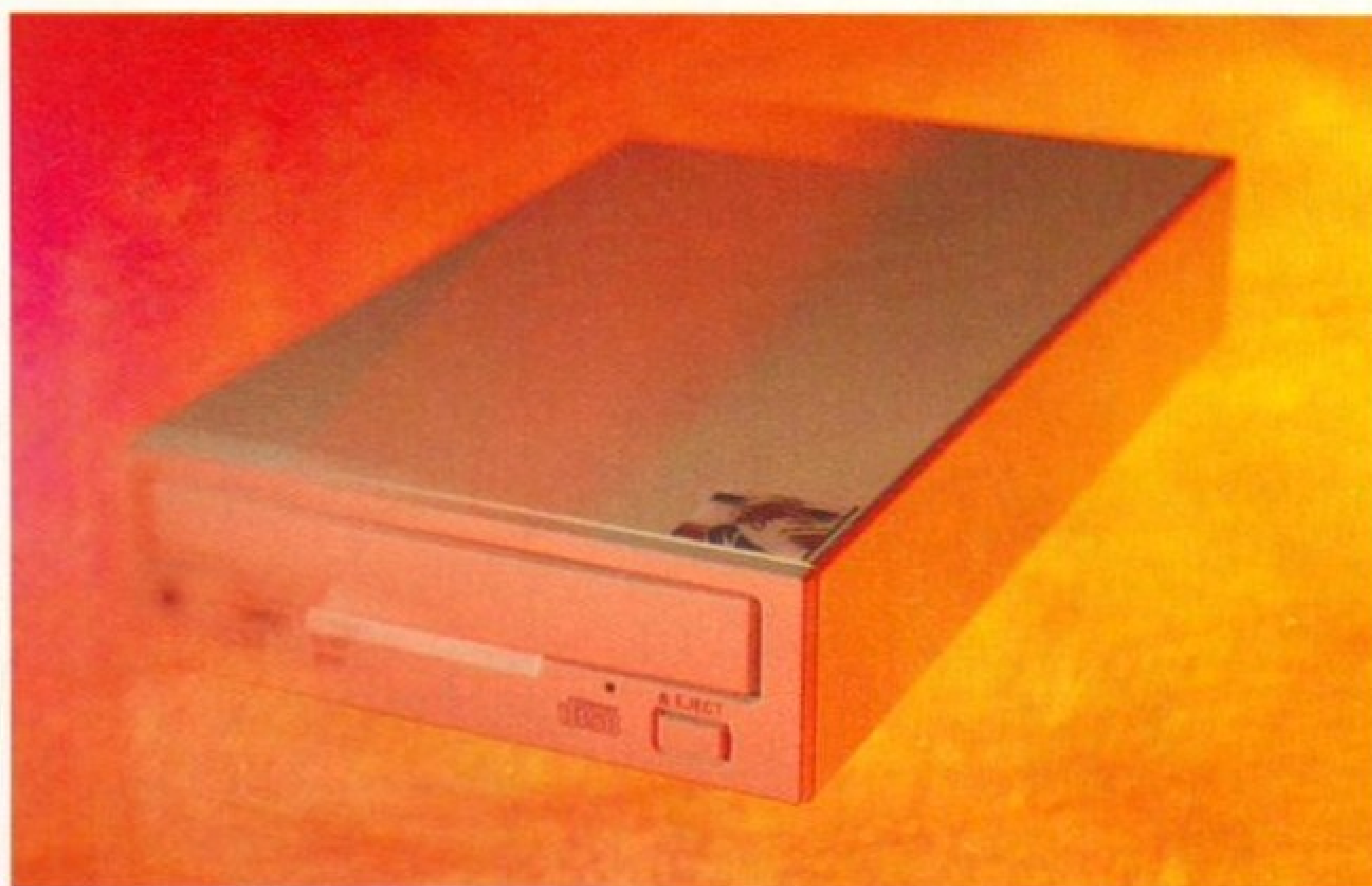
Some clever programming and other jiggery pokery is used to emulate the special chips which are present in the CD^{32} but not in the A1200. This system works fairly well, but it did fall down on a number of CD^{32} titles, such as *The Chaos Engine* and *Beneath A Steel Sky*.

Some CD^{32} games use very weird tricks to get the most out of the machine, and it is unlikely that these will work. Power Computing are aware of problems with some games, and the emulation has provision for configuration files which allow specific games to work.

A few of these are included with the unit and HiSoft are continually working on improving compatibility. If you want to check about a specific game, you should give Power Computing a ring on the number below because new fixes are being created all the time. It's worth pointing out that the Squirrel already works with many discs that the Zappo CD drive has problems with.

Some other games (such as *Tower Assault* and *Microcosm*) worked, but the fancy graphic intros had a few problems, with some jumps in the *Microcosm* and slightly corrupted sound in *Tower Assault*. Otherwise, the games played fine.

Apart from these few problems, the emulation seemed pretty good. All of the games which worked on the Power CD seemed to play just as well as they do on a CD^{32}, although you don't have all of the controller buttons (unless you beg, borrow or steal a CD^{32} controller).



The Power CD-ROM drive plays many CD^{32} games, although there are a few glitches.



The Power CD-ROM drive even works with programs such as Almathera's excellent *Video Creator*.

POWER CD-ROM

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£199.95

SYSTEM REQUIREMENTS
A1200 or A600

SPEED ●●●
There are faster CD-ROM drives bu t this is certainly no slouch.

MANUAL ●●●
Reasonably good, although some details are misssing.

ACCESSIBILITY ●●●●
All very easy to set up, no fiddling really necessary.

FEATURES ●●●●
An extremely good combination of SCSI interface and CD-ROM drive that should be a popular choice.

VALUE ●●●●
The Power package is particularly good value when you consider you are getting both a CD-ROM drive and a SCSI interface.

"A very well priced bundle which could expand your A1200 or A600 into the SCSI zone."

85%



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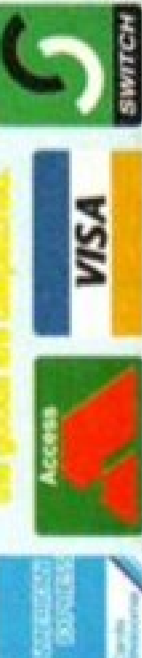
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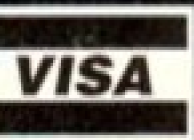
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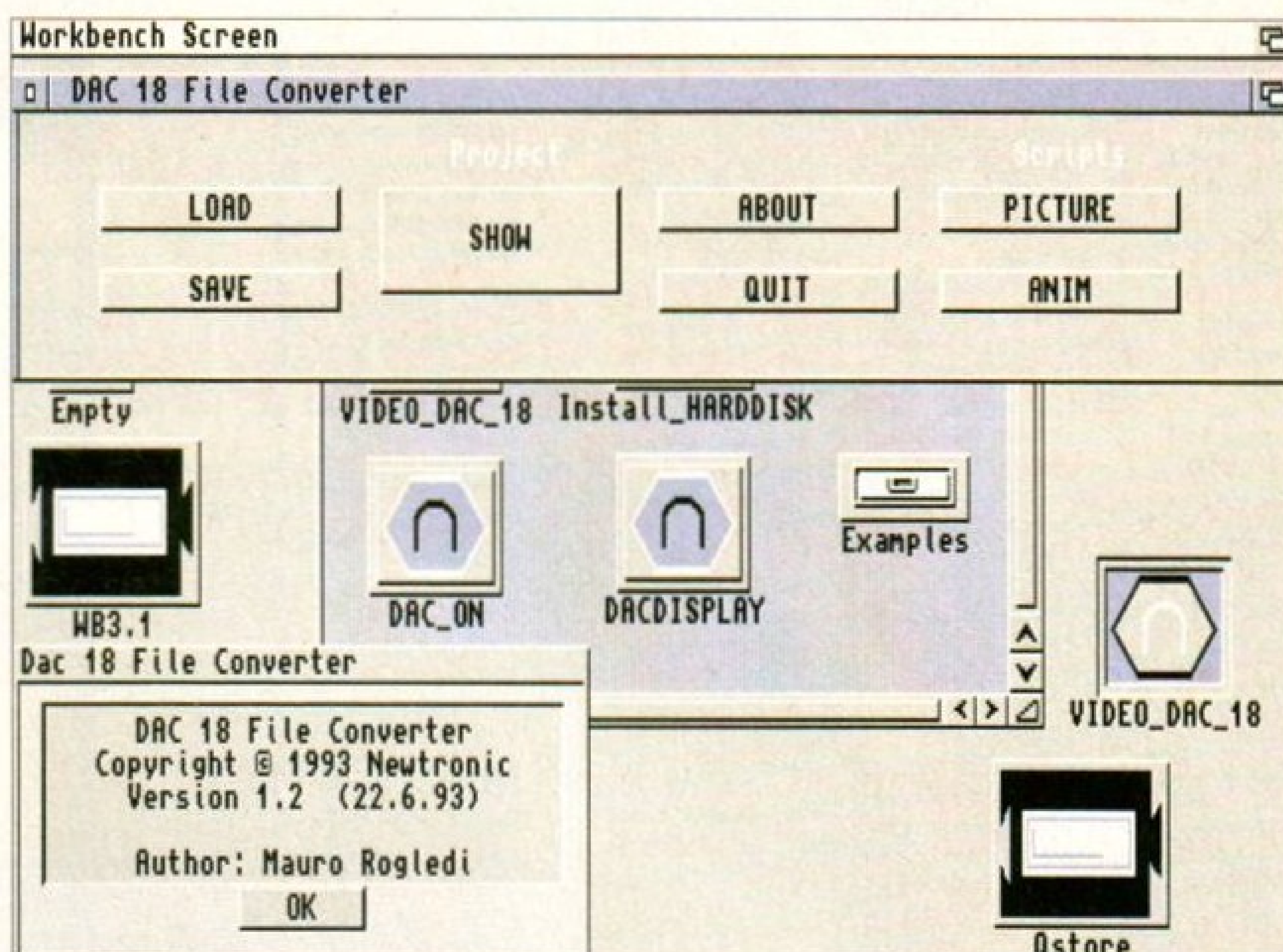


Colours are rather like bottles of whiskey – the more the merrier. If you're into raytracing or the like this is especially true. After all, if your graphics program generates images in 16 million colours, it's a pain having to view them in just 4,096 colours.

Commodore produced their answer to this dilemma in the form of the AGA chip set which formed the heart of the A1200. This could display images in up to 262,000 colours through a new version of the Amiga's HAM (Hold And Modify) mode. It's not quite 24-bit colour, but it's damn close and the files are a lot smaller.

Where did this leave those with non-AGA machines? If you had an Amiga which had Zorro slots fitted, you could invest in a 24-bit graphics card such as the *Picasso II* or *EGS Spectrum* and if you had an A500 (which has no Zorro slots), you could get hold of a *DCTV* from Digital Creations.

The *DCTV* is a clever device which fits between the video port and the monitor. It achieves the spectacular feat of being able to display images at more colours than the Amiga's hardware would allow, by putting information into the top-right corner of the image which the *DCTV* unit then decodes and uses to produce the image.



The conversion program is the heart of the *Video DAC* system – it's a pity that it's so difficult to use.

Video DAC 18

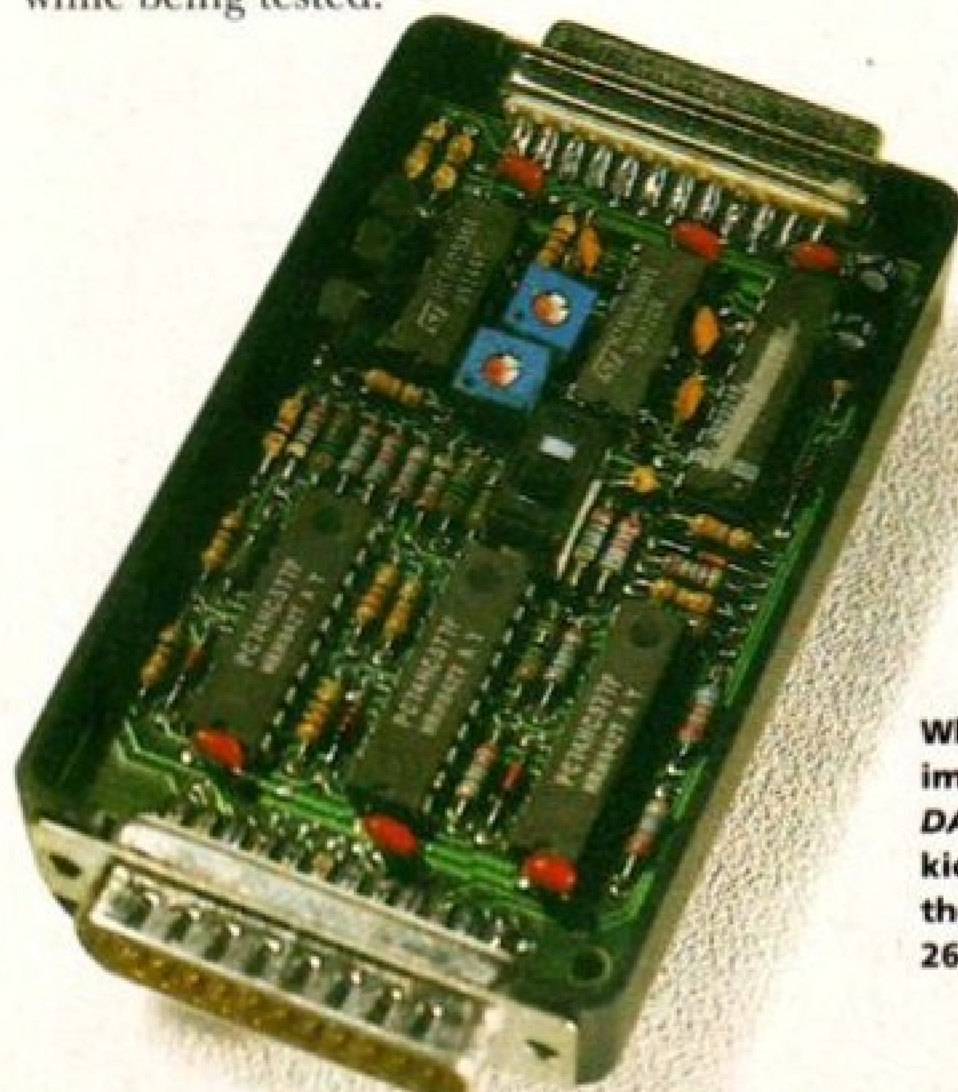
Are you lacking colour in your life? Richard Baguley investigates a new graphics add-on for non-AGA Amigas.

The Video DAC 18 works in a similar way. It's a small black box which plugs into the video port of your machine. The video cable plugs into the rear of this and passes through the video signal. When you show an image in the special DAC format, the unit kicks in and decodes the image to give you 262,144 colours on screen.

Because the video image is not altered as it is passes through the unit, it should still be usable with video peripherals such as genlocks. Even when you're showing a DAC image, this should be possible.

Images which are to be displayed on the *Video DAC* have to be processed into a special format, and this is achieved with the software on the accompanying disk. This software works reasonably well, but it is pretty basic and there is no hint of such useful features as an *ARexx* interface. It's the only way to convert images into this special format, so you're stuck with it.

It does the job, but it would have been useful to provide an *Art Department Professional* or *ImageFX* driver. It's also unstable – it crashed three times on me while being tested.



When you show an image in the special *DAC* format, the unit kicks in and decodes the image to give 262,144 colours.

The quality of the images is good, although they suffer from some pretty serious fringing, and the viewing program included with the unit doesn't suppress the mouse pointer, which causes even more fringing on screen as it moves about.

The software is also restricted to working with 24-bit IFF images which must be either 320 or 384 pixels wide. It can't cope with common formats such as JPEGs and it refuses to deal with any images of resolutions other than this. This is more of an inconvenience than a problem, but the resolution restrictions are limiting.

The manual is a pretty minimal affair on two sheets of A4. It's badly written and appallingly translated from the Italian original. Although some of the basic information is there, It's unimpressive.

This is a curious product. It allows you to get much closer to the sort of quality you would expect from a 24-bit card at a very low price, but it's obvious that many things have been cut back to keep the cost down. The unit looks thrown together and the software is poor and unstable. Although it displays images in a mode equivalent to HAM-8, the problems raise serious questions about whether it would be useful in the long run, or whether you'd be better off picking up a second-hand *DCTV* or a second-hand A1200.

VIDEO DAC 18

DISTRIBUTOR
Power Computing Ltd
(01234) 273000

PRICE
£39.95

SYSTEM REQUIREMENTS
WB 1.3 or above, 1Mb of memory

IMAGE QUALITY ●●●
Many images displayed serious fringing but were otherwise good.

MANUAL ●●
Minimal and badly translated. More detail on the utilities on the disk would have been extremely welcome.

ACCESSIBILITY ●●●
Relatively easy to use, although the reliance on the programs which accompany the program is irritating.

FEATURES ●●●
It works in a range of resolutions and is accompanied by a vital set of utility programs.

VALUE ●●●
Cheap, but many serious corners have been cut to achieve the price.

"It does its job, but the problems with it seriously limit the usability of this product."

60%

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Nick Veitch gets the opportunity to play with *Lightwave* again.

Diner Objects Volume One

Whoa there. Are we all suffering from some kind of *X-Files*-esque collective déja-vu experience? Did we not see a review of the self-same objects about a year ago in *Amiga Format*?

Well, almost, but not quite. A similar set of objects were reviewed for use with *Imagine*. These have now been dusted off, tweaked a bit, given more attributes and converted to *Lightwave* format.

Is this collection – which features seats, a counter, salt and pepper shakers, plates, cups, stools, a payphone, the best jukebox you've ever seen, a menu, some doughnuts and even a toilet – just for people who don't know one end of the modeller from the other? Well, no. It would be useful for those people, but it's also useful if you just need new, high-quality models in a hurry.

The models have all been optimised to just the right level, unless you want extreme close-up. Some of them exist in a lo-res variety as well, which is useful if you need to save memory – the jukebox alone is over 400K, if you take into account all the images which need to be mapped on to it. The rest of the objects average out at around 50K, which isn't too bad, but any useful scene will probably have at least 10 objects in it, so you need more than a few bytes free after loading *Lightwave*.

The quality of modelling is high. The objects not only look realistic, but they are also no more complicated than they have to be – this is the real trick to a successful 3D career – especially if you want your excellent images to render in your lifetime. It is a question of appropriate detail – whether or not it really matters if your cutlery has a silver mark on it or not, given that you are never going to see it.

Some detail, particularly on the jukebox, has been taken care of with IFF maps. This may increase overall object size, but can, in most circumstances, reduce rendering time (particularly if the object has shadow mapping or any degree of specularity) because they dramatically reduce the number of polygons required.



You can almost hear the naff Fifties tunes pouring out of this finely-crafted object.

The objects set also comes with example scenes from the diner, which are well thought out.

It is not for *Amiga Format* to debate whether you should use these objects rather than create your own. If you were making a film and you needed a 30 second sequence in a diner, it would be much easier to pay location fees than go to the trouble of constructing your own set. Let the argument end there. Even if you don't use these objects for anything in particular, they do have an educational value, because they are fine examples of how to create models. Very fine.



As you can see, surface attributes like the chrome used here are very well done indeed.



This is obviously a diner just before the health inspector comes around – it's spotlessly clean.

DINER OBJECTS VOLUME ONE

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SYSTEM REQUIREMENTS
Lightwave

SPEED ●●●●
In terms of how efficiently these objects are made, they render quickly.

MANUAL ●●●
A fairly brief introduction, but then there is little to explain. Perhaps the surfaces used could have been explained more.

ACCESSIBILITY ●●●
The objects are logically ordered and stored, although the installation is a little haphazard.

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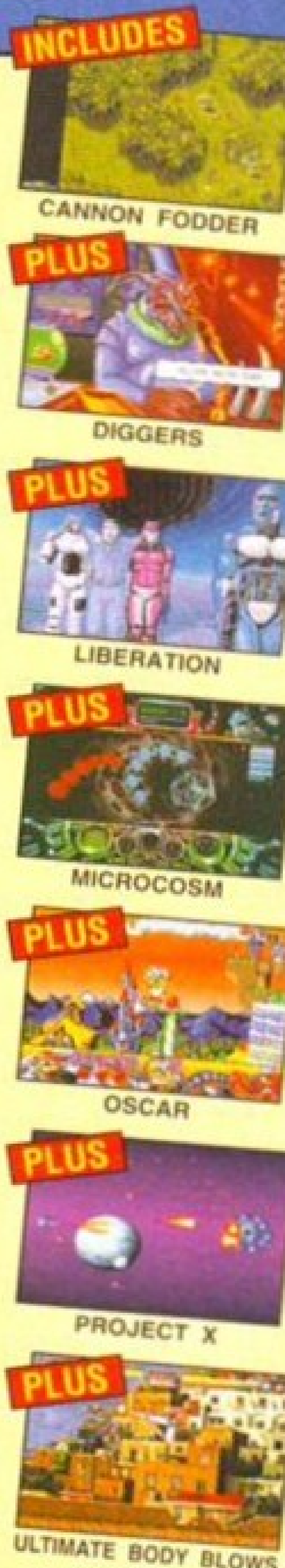
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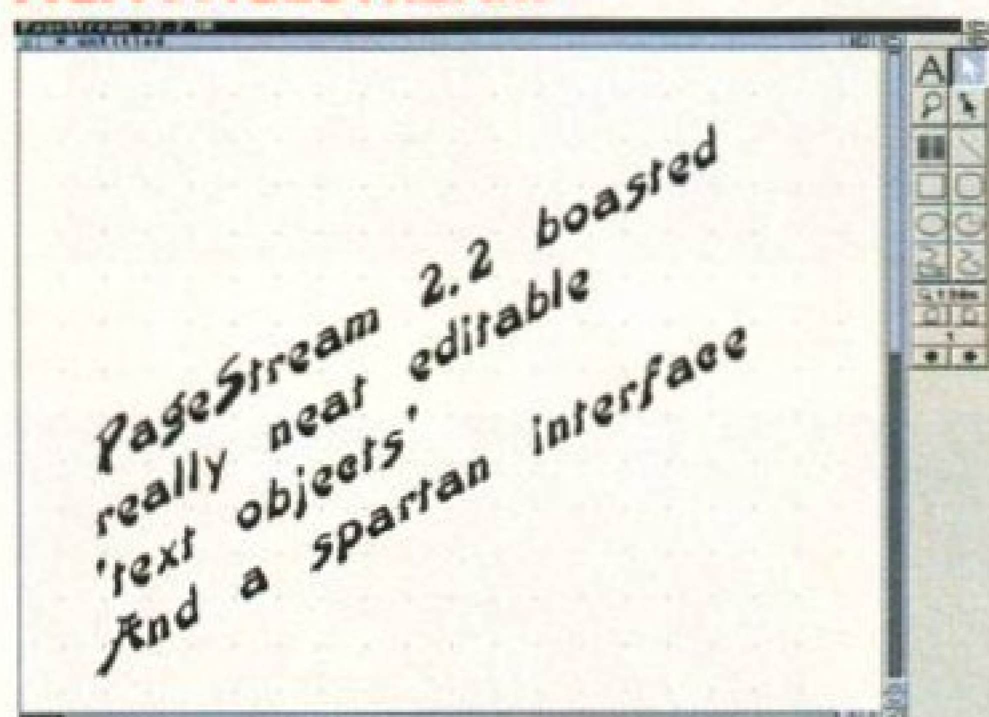
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Workbench

Having trouble with your Amiga? No problem's too small or too big for Jason Holborn, your man with all the answers (well, most of them). Send your letters to: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

AGA PAGESTREAM



You don't need to upgrade to *PageStream 3.0* to take advantage of the A1200's AGA chip set.

In a recent *Amiga Format* piece on DTP (*AF63*) the writer mentioned that *PageStream 2.2* could be made to use 256 colours on an AGA-based Amiga.

For the benefit of beginners like myself who cannot afford documentation that should have been supplied with the A1200 instead of some third-rate games, would you be good enough to explain in some detail how to make *PageStream 2.2* recognise the graphic talents of my A1200?

Alan Pywell,
Saltfleet, Lincs

In order to use 256 colours, you must have *PageStream 2.22* at least. If you're still running an older version then simply contact Soft-Logic and they'll happily send you a free update.

Alternatively, Comms fans will be pleased to know that the update is also available for download on a number of Bulletin Boards including 01 For Amiga on 0171 377 1358.

Once you've obtained the upgrade, all you have to do is to edit the *PageStream* tool types and add the line Colors=256 (note the American spelling). Unfortunately, this patch still only shows bitmaps as greyscale representations – if you want to take advantage of full AGA colour, you'll have to upgrade to *PageStream 3.0*.

FLASH, BANG, WALLOP!

I have an Amiga 1200 with a 40Mb hard drive an Amitek 2Mb RAM expansion and 33MHz FPU. I used to have a TV connected via the modulator until the colour started to fade, flash and do all sorts of funny things. I purchased a Philips monitor thinking this would solve my problem. To my horror it hasn't although the fading and flashing isn't as noticeable as it used to be. Can you please tell me what I should do?

Micheal O'Donaghue,
County Monaghan, Ireland

When your screen starts to flash, I think you can safely assume that your Amiga isn't working quite how it should be. Before you go any further, it may be worth unplugging your Amitek RAM board. Although it's unlikely that this is what is causing the problem, it's not unheard of. Failing that, the problem lies with your A1200 itself. I'm afraid all you can do is to take it along to a shop that carries out repairs on Amigas.

WAX MUSICAL

I'm having problems assigning synth sounds from my Roland E16 synth to the 16 channels in the *Music-X* monitor. I've worked through all the

Continued overleaf ➡

VIDEO STAR



The A500 Plus may not feature the AGA chip set but it's still a very powerful desktop video tool.

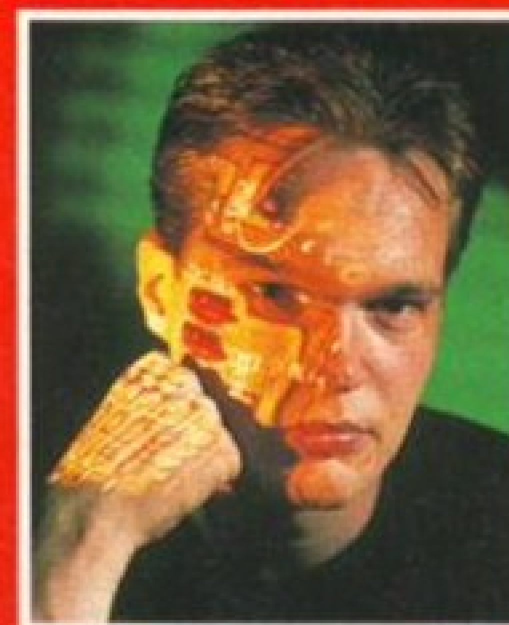
I am a proud owner of an A500 Plus with 1Mb of extra RAM and a second disk drive. I would like to buy a hard drive and would therefore like your advice on which one you think would be the best for me to buy for under £500 (I also want as much extra RAM as possible with it). I am planning to use my Amiga to make music videos (written by a friend in *OctaMED*). Would I be better off getting a different Amiga or could I make decent videos using my A500 Plus, a camcorder and a genlock?

Dan, Lancashire

Buying a hard drive for an A500 Plus isn't as easy as it used to be because most hardware manufacturers have moved on to the A1200. However, Power Computing recently launched an A500 Plus hard drive manufactured by MTec, the German behind the Viper range of A1200 accelerators. It can either be bought with a 360Mb drive for £259.95 or you can buy it bare (and add your own 3.5-inch IDE drive) for £99.95. Power can be contacted on 01234 273000.

Don't assume that because your A500 Plus hasn't got the latest graphics chips that it isn't man enough for desktop video. Before the advent of the AGA chip set, the A500 Plus was considered state-of-the-art. Buy a genlock and have fun with your machine!

IF YOU HAVE A QUERY...



Jason Holborn

At *Amiga Format* we aim to answer as many questions as possible, and attempt to sort out all of your problems.

Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **FREQUENCY.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **DIFFICULTY.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the documentation.
- **IMPACT.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Where applicable, describe the sequence of events that caused the problem.**
- **Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).**
- **Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.**

DON'T

- **Spend three pages telling us about your Aunt Ethel and only then explain your problem.**
- **Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)**
- **Send an SAE expecting a personal reply. The chances are extremely slim.**

Please bear these points in mind and remember that we are trying our best to help you.

IMAGINE THERE'S NO PROBLEM

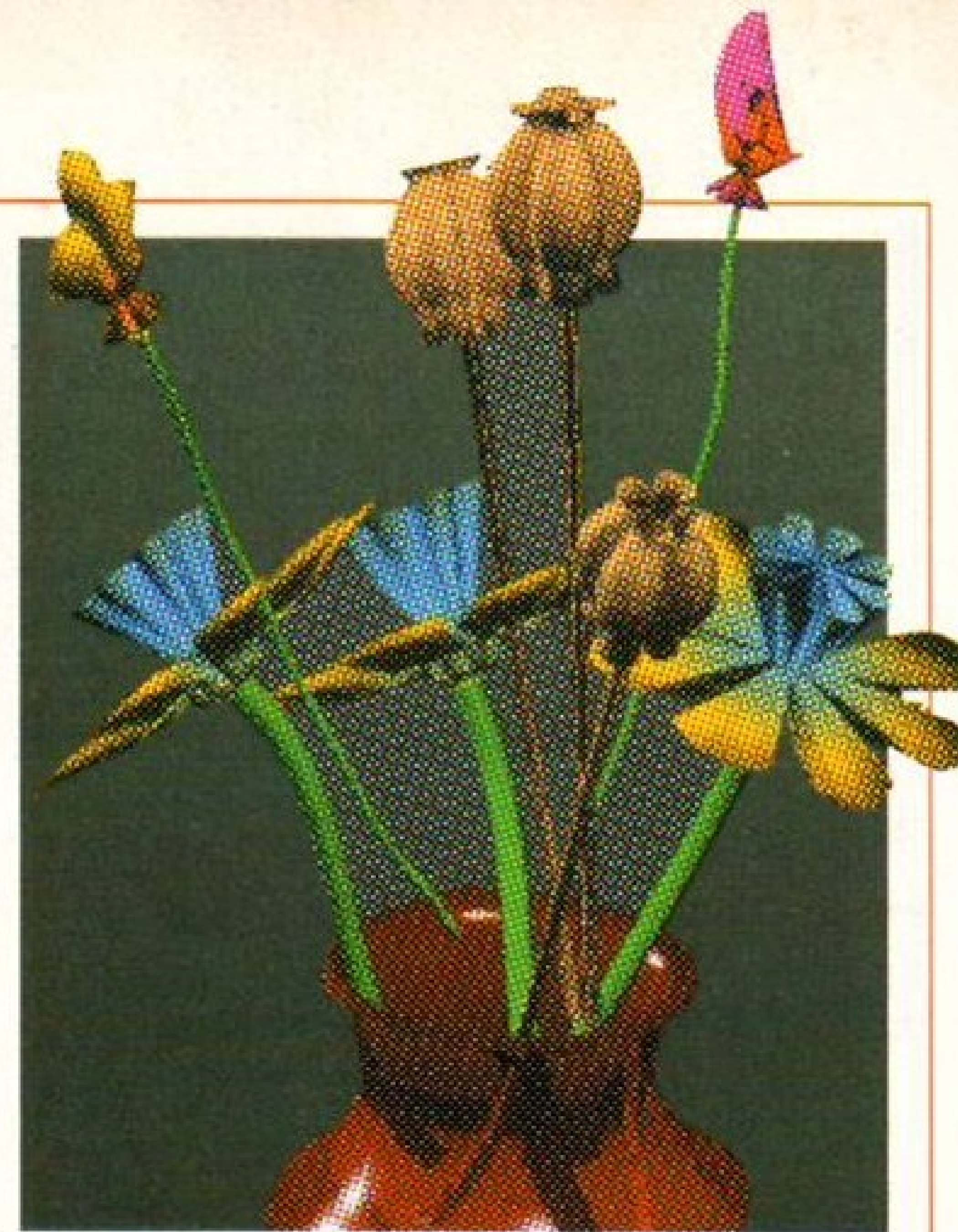
Can you please help me with a problem that I have been trying to solve. I have an Amiga 600 with 2Mb of Chip RAM. A few months ago I obtained your *Imagine 2.0* Coverdisk from a friend but I've since encountered several problems using it. For starters, I have been trying to save rendered pictures so that I can load them into *DPaint IV*. I have quick rendered them but I don't seem to be able to save them to disk – the rendered image appears, I press the left mouse button and I'm back to the Detail Editor.

I've tried the animation tool but I can't get it to work. I go to the Stage Editor, load my object, enter the number of frames and then I move the object using the Mov button. I then go to the next frame and Mov the object again. When all the frames have been set up, I go to the animation screen, press the Play button but nothing happens. What's going on?

Alberto Milazzo, Romford, Essex

Oh dear, you are getting in a bit of a muddle! Unfortunately, there's a lot more to rendering an image in *Imagine* than simply selecting the Quick Render option from the pull-down menu. All this function does is to provide a quick and easy method of previewing your image before you render it properly.

In order to save a rendered image, you need to use the Project Editor to set up a Project, define it with the Stage Editor and then render it from the Project Editor screen. It's all a bit too complicated to explain here so may I recommended that you invest in some *Amiga Format* back issues (see page 133) – issues 53 through to 61 carried a very good series of in-depth *Imagine* tutorials which explained how to render an image, how to create *Imagine* animations and went into great detail about many more of this excellent program's functions. In the absence of a good *Imagine* book, the *AF* tutorials are your best guide to getting to grips with *Imagine*.



***Imagine* is one of the best rendering packages available for the Amiga and to get the most out of it, you need the in-depth *AF* tutorials.**



***Music-X* needs to be told what sounds to use on your synthesizer by embedding program change events.**

← tutorials and have no problem using samples. However, when using the E-16 with *Music-X* (connected via a MIDI interface connected to the serial port), all I get are the following sounds.

Channels 1, 2, & 5	**piano**
Channel 3	**strings**
Channel 4	**currently-selected synth tone**
Channel 10	**drum bank (as expected)**

How do I get the synth sounds I want to use (there are at least 128) into the *Music-X* channels? I assume it's done through the Librarian function but I can't work out how to use it.

J C Walsh, Cork, Ireland

Assigning synth patches to MIDI channels is quite difficult in *Music-X* because the program doesn't provide a quick and easy method of changing the sound which is played over a particular *Music-X* channel. What you have to do is to manually insert Program Change events that tell your synth what patches to play on what channels.

The easiest method is to set aside a track which holds nothing more than Program Change events. These events are inserted at the very start of the track using the Add Event tool from the *Music-X* Bar Editor.

To do this, select the MIDI channel you'd like the event assigned to, plonk it down on to the Bar Editor display and then drag it up or down until it's set to the appropriate patch number.

This approach certainly isn't perfect (it assumes that you want to use the same sounds on every channel for the entire duration of your tune), so you might want to experiment with embedding Program Change events into your Performance Data instead.

UPGRADE WOES

I wonder if you could help me with various questions I need answering?
1. Is it possible to use the Kickstart 3.1 chip in a ROM sharer for my trusty old A500?
2. I have seen an advert in your excellent magazine that claims there are two different versions of the Kickstart 3.1 chip (the high version and the low version). What is the difference?
3. Where can I get the Licenceware program *Blackboard v3*?

Andrew Magowan, London

1. You certainly can use the Kickstart 3.1 chip in a ROM sharer for your A500. Kickstart 3.1 comes on a single 512K chip which, like the Kickstart 2.04 ROM used in the A500 Plus, will happily work on a ROM sharer.
2. There are three versions of the Kickstart 3.1 – one for the A500/A2000, one for the A3000 and another for the A4000. Ignore any talk of high and low chips – just get the A500 version of the ROM and you won't go far wrong.
3. You should be able to get hold of the *Blackboard v3* image processor from any PD library that is part of the Central Licenceware Register (CLR) such as KT's (Dept A/F, 75 The Drive, Rochford, Essex, SS4 1QQ,, tel: 01702 542434).

FLICKER FEVER

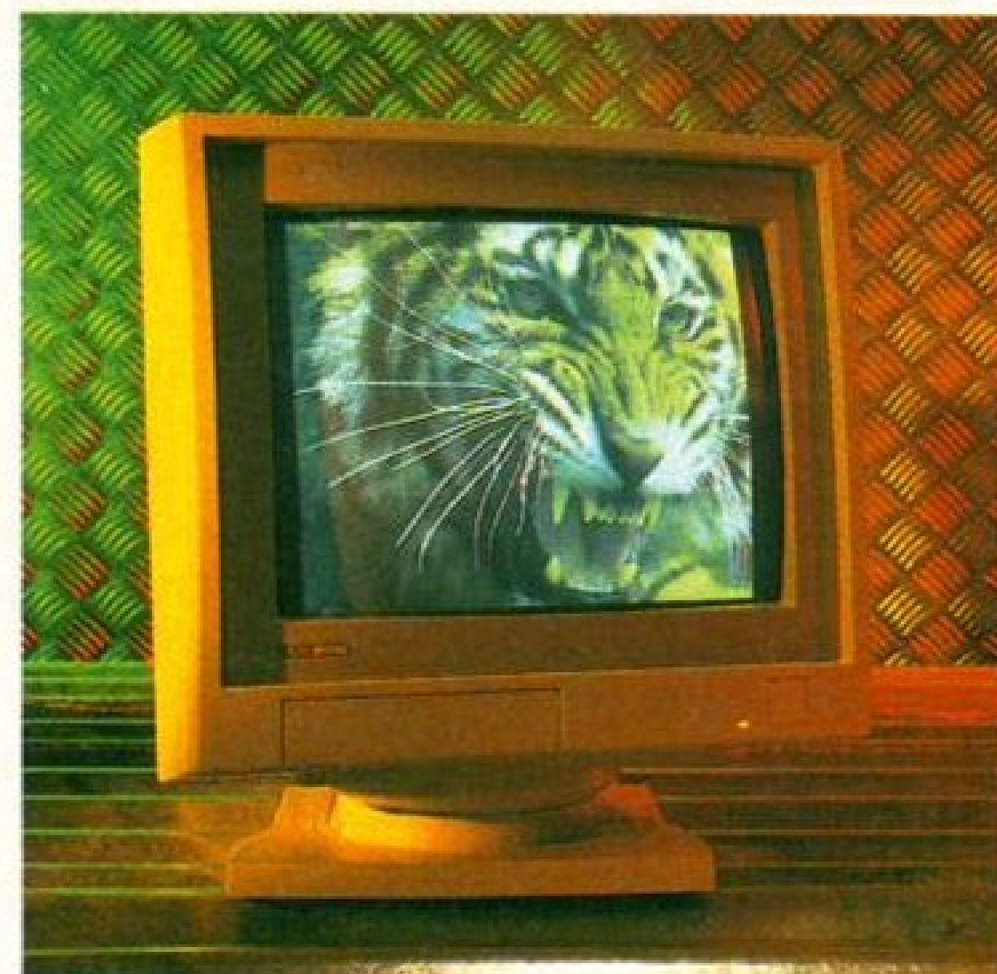
I have an Amiga 1200 with a 4Mb RAM expansion and two external floppy drives. Is there anything I can do to make *Pixel 3D Pro* (*AF65* Coverdisk) open with a non-interlace screen? I can't use the program for more than 20 minutes without developing a galloping migraine.

Jayne F Johnson, Guernsey

Unfortunately not. Unless a program has been specifically written to allow you to change its screen mode (most modern applications support this feature via the monitors database), then I'm afraid you're stuck with the screen mode favoured by the programmer.

If the flicker is driving you crazy, why not treat yourself to a dual-sync monitor that supports the A1200's DBL (double) screen modes and then use the Workbench Mode Promotion feature to force *Pixel 3D* to run in flicker-free mode?

Your choice of dual-sync monitors that support the DBL mode is limited to Commodore's 1940 or 1942 units (if you can find them) or Microvitec's excellent 1440 which can be picked up for around £300.



Tired of flickering screens? Rid your system of the interlace blues by treating yourself to a dual-sync monitor such as the Microvitec 1440.

DON'T TELL DAD

Please answer this letter because I need help! Recently my dad bought a Commodore 1085S monitor for my A500.

Just lately, however, some colours on the monitor are not of the same contrast across the entire screen – they start to fade away to white in the top right-hand corner of the screen. This mainly happens with colours that have a high value of red in them. I checked to see if any of the pins were damaged on the RGB connector but they all look OK.

I also have a 4Mb Reference RAM expansion and a Citizen 240C printer but these wouldn't effect it, would they? Please help, if my dad finds out that I've knackered his new monitor he could get violent!

Name and address withheld

From the symptoms you've described, it sounds as though your monitor is suffering from a purity problem (as TV engineers call it). This is usually caused by the monitor being placed near to strong

magnetic fields which interfere with the delicate nature of the tube.

Fortunately, it's possible to rectify the problem using a tool called a degauser. This tool fixes purity problems and a number of other common faults. If you don't want to go to the expense of buying a degauser, you can try borrowing one from a friendly TV engineer.

As always in these cases, the best cure for your monitor problem is prevention – never place anything that produces a strong magnetic field (such as speakers or a telephone) near your monitor (or your disks for that matter).

C WHAT YOU CAN DO

I have been using *AMOS* for about two years, but I recently decided to change to the *C* language which I am not so familiar with. I therefore have a few questions for you.

1. In *AF66* you said in Workbench that it is a good investment to buy Cliff Ramshaw's book about programming in *C*. Is there any way of getting my hands on it?

2. If I can't get the book, what is the title of the best Public Domain version of *C* and where can I get it from?

3. Are the *C* commands for the Amiga the same as for other platforms like a PC or Mac?

4. Is it possible to port *C* programs from an Amiga to a PC? If so how?

Nick Leatherland,
Alfreton, Derbyshire

1. Unfortunately, Cliff Ramshaw's book is no longer available.
2. If you want to get started in *C* programming then you could do far worse than to treat yourself to issue 47 of our sister magazine, *Amiga Shopper*, which has a complete *C* compiler called *DICE* on its Coverdisk. What's more, you can upgrade your Coverdisk compiler to the latest commercial version of DICE for an extra special price of £98.95, a saving of about £30.
3. The core commands used by *C* are exactly the same regardless of whether you're writing programs on an Amiga running *DICE* or a PC running *Borland C*. Just make sure that your *C* compiler supports the ANSI (American National Standards Institute) standard and you won't go far wrong. Differences do occur, however, with machine-dependent commands (to open windows, screens and so on), which are very different between the various machines.
4. You can port *C* programs between the Amiga and PC simply by copying the source code on to a 720K PC disk using a utility such as *CrossDOS* to covert the files. As stated in point 3, your source code will only compile on both machines if the commands used are ANSI standard.

WHIRLWIND TORNADO

I am considering purchasing a GVP 1230 II 40MhZ accelerator board with 4Mb RAM for my A1200, primarily to speed up 3D games such as *Tornado* and *Formula One Grand Prix*. However, I have a few queries which I have not had satisfactory answers to, such as:

1. Does the GVP board work properly once installed into the trapdoor expansion or do you have to install the driver software on to a hard disk to enable it to work?

2. What difference does the Kickstart remapping facility make to the speed of the board?

3. Can the Kickstart be remapped if you don't have a hard disk. I don't have one and do not wish to incur the expense of purchasing one.

P Greaves,
Maldon, Essex



***Tornado* should play faster and smoother if you fit an accelerator to your Amiga.**

1. The GVP accelerator will work perfectly well on your A1200 without any software having to be installed. Depending on your memory and hardware configuration though, the software can be extremely useful.
2. Kickstart remapping makes a difference to Operating System-legal software which calls ROM routines. Most games do not make use of the ROM routines for drawing graphics though, so it won't make any difference.
3. You don't need a hard disk (although I think you should consider buying one anyway), because Kickstart is remapped into Fast RAM, so it doesn't take up any hard-disk space.

CD-ROM ON THE CHEAP

I own a standard A600 and I would like to get a CD-ROM drive to run CDTV software or PD disks but I am told that the A570 is not compatible with the A600. I don't want to pay £200 to get a CD³² drive, so can you tell me of any cheap compatible drives and where to purchase them?

Steven Lock,
New Cross, London



A CDTV can be used as a slave CD-ROM drive for any Amiga using a *Parnet* cable and software.

That depends entirely upon your definition of cheap, Steven. If you mean sub £150 then I'm afraid you're going to be sadly disappointed. You could possibly pick up a second-hand CDTV for around that price and then *Parnet* it to your A600 via the parallel port. This allows you to run CDTV software (on the CDTV, obviously) and you'll be able to access all those lovely PD CD-ROM discs. Don't expect lightning fast access times though – loading data from CD-ROM down a *Parnet* cable is nowhere near as fast as loading data from a CD-ROM connected directly to your machine.

HARD FACTS

I own an A600 with Workbench/Kickstart 2.05 with 1Mb of Chip RAM, a Citizen 240C printer and an Amitek 3.5-inch external floppy drive and a 1Mb upgrade. I'm fed up with disk swapping and loading big programs from floppy, so I have decided to buy a hard drive. I've had lots of advice from friends and I'm still not sure which hard drive to buy.

There is a 120Mb 2.5-inch internal drive from Siren or Power Computing for £160 or a 3.5-inch 260Mb drive for £150 with 50Mb of pre-installed PD and Shareware which is quite tempting. Then there's the external 260Mb Zappo Smart Stor Plus for £196 from Indi. The Zappo has its own power supply so it won't interfere with the Amiga's power supply. In my opinion, this is the best drive but I want an expert's opinion.

On the other hand there is the Overdrive – Special Reserve have a 170mb Overdrive for £200. I don't know if the Overdrive has its own power supply. Does it have its own power supply? If so, which is better – the Zappo or the Overdrive? Bearing in mind that I've only got between £160 and £200 to spend on a hard drive, what drive would you recommend and which company do you think is the most reliable to get the hard drive from?

Kevin Brown,
Aberdeen

Choosing a hard drive for an A600 or an A1200 can be a source of much frustration as your letter more than demonstrates. Should you buy an internal drive or an external? If you go for an internal model, should you buy a 2.5-inch or a 3.5-inch drive? All these questions (and more) must be faced by the hard drive buyer.

Right, let's go through each option in turn. First, an internal 2.5-inch hard drive. This is without doubt the cleanest option because it's the type of hard drive that Commodore designed for the A600 and A1200.

Fitting an internal 2.5-inch drive gives you a reliable hard drive that doesn't draw too much power and is quick and easy to fit. A 3.5-internal drive, on the other hand, will work with your machine but bear in mind that the A600 and A1200 Amigas are not built to handle them. As a result, you'll need to cut the Amiga's metal shielding for a 3.5-inch drive to fit correctly. Once it's in, you also have to be careful of power consumption – 3.5-inch IDE drives draw a lot more power than their smaller counterparts and this could cause problems if you've got a RAM expansion and an external floppy drive.



The Smart Stor is a good hard drive option for A600 and A1200 owners, but there are many other choices.

External hard drives are a great option if you're not keen on the idea of opening your machine (therefore invalidating your guaranty in the process) to fit the drive, because they simply slot into your machine's PCMCIA port. The Zappo Smart Stor and the Overdrive are essentially the same drive, so base your purchase purely on a question of price and after-sales service. You could also consider the Squirrel SCSI interface which can also enable you to add a CD drive.

Weird Science

Tel. 0116 234 0682 or Fax. 0116 236 4932

CD Roms

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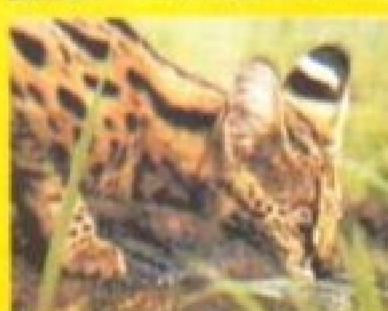
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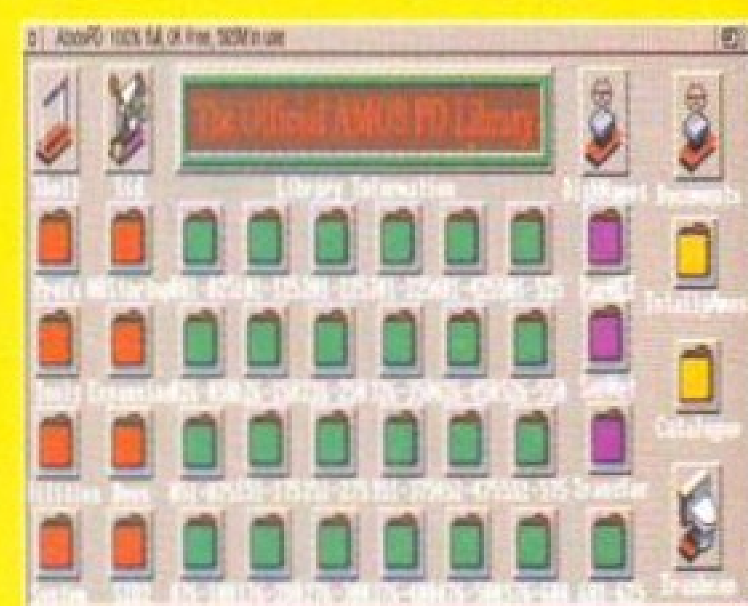
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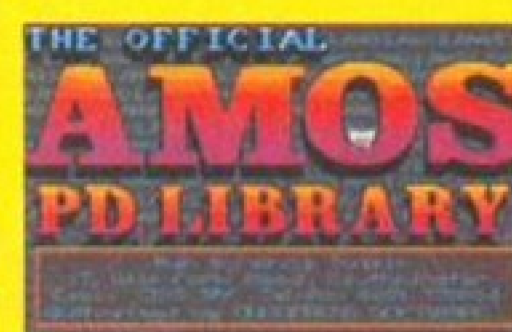
Amos CD

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The Official Amos PD Library is the largest source of Amos related source code and programs in the world today. The library is run by Len & Anne Tucker and is endorsed by Europress Software, the publishers of Amos and Amos Pro. This compact disc contains the entire library from disk 1 to 620, each one arranged in it's own directory and catalogued. The disc contains in excess of 33,000 files with over 1600 Amos source code files, 100 sprite banks, 260 Ctext banks, 800 samples, numerous music banks and several extensions to Amos & Amos Pro. This CD is truly a testament to the immense following that Amos and Amos Pro has achieved in the past few years and represents thousands of man hours of writing Amos code which will prove to be an invaluable source of help and tuition to the Amos user. The Amos PD Library contains many games and Utilities which will prove interesting to the Amos user and non-Amos user alike. Imagine the entire contents of a PD. Library on one CD.

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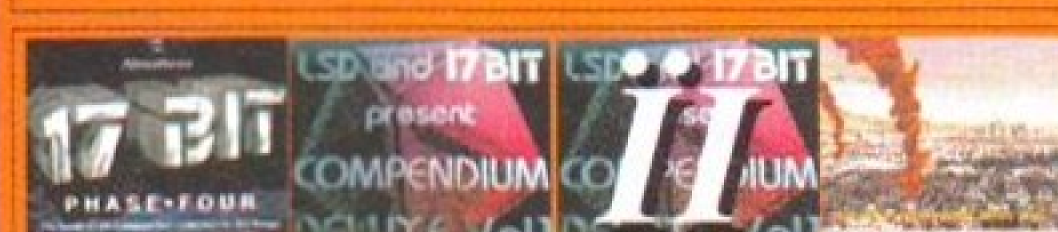
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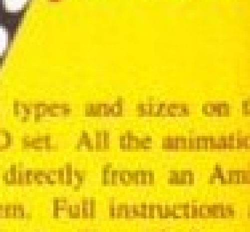
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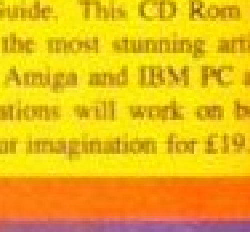
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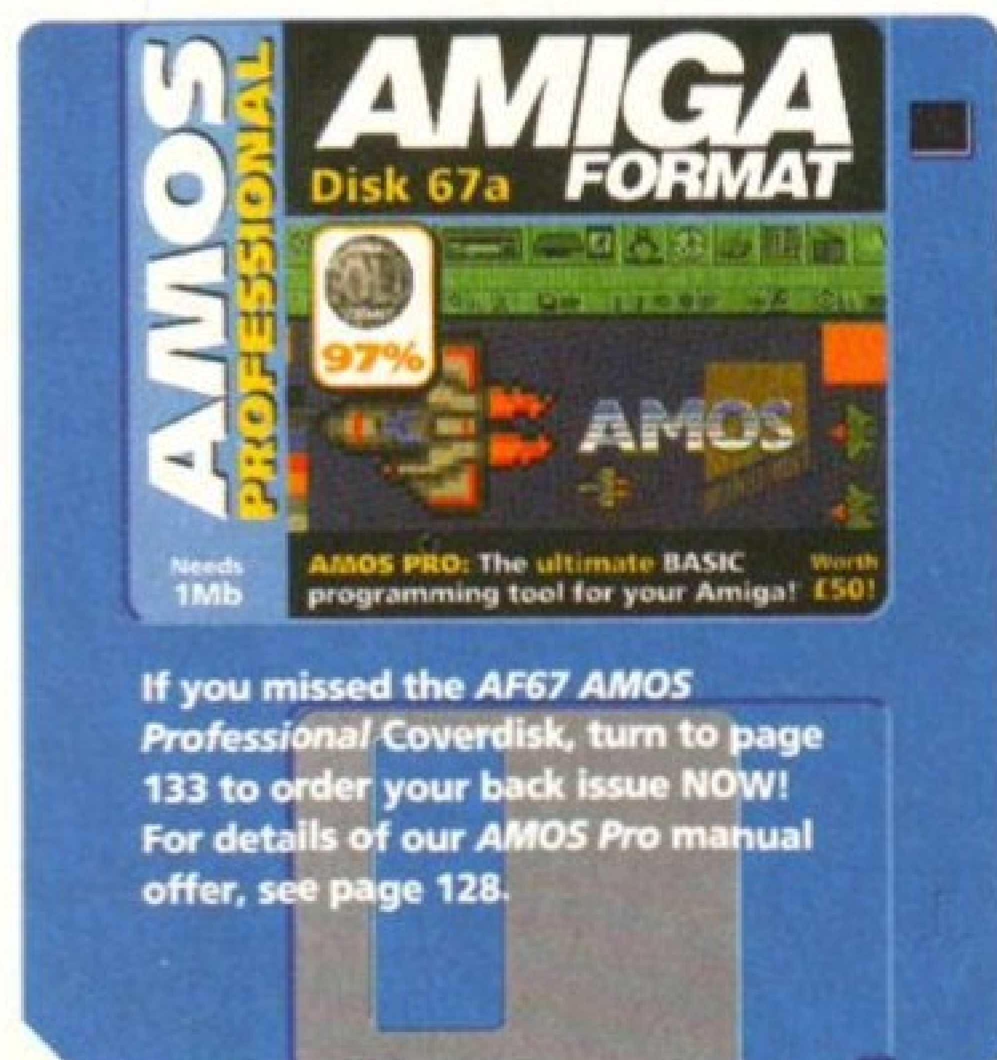
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Ultimate AMOS

Jason Holborn continues his six-month mission to explore the uncharted regions of *AMOS Professional*. This month he turns his attention to blitter objects.



If you missed the *AF67 AMOS Professional* Coverdisk, turn to page 133 to order your back issue NOW! For details of our *AMOS Pro* manual offer, see page 128.

One of *AMOS Professional*'s most powerful features is its ability to move and animate sprites – the moving objects that are at the heart of 95 per cent of arcade games. Virtually all games use sprites in one form or another – whether you're writing a platform game, a shoot-em-up, a beat-em-up, a puzzle game or a *Dungeon Master* clone, sprites are a vital component.

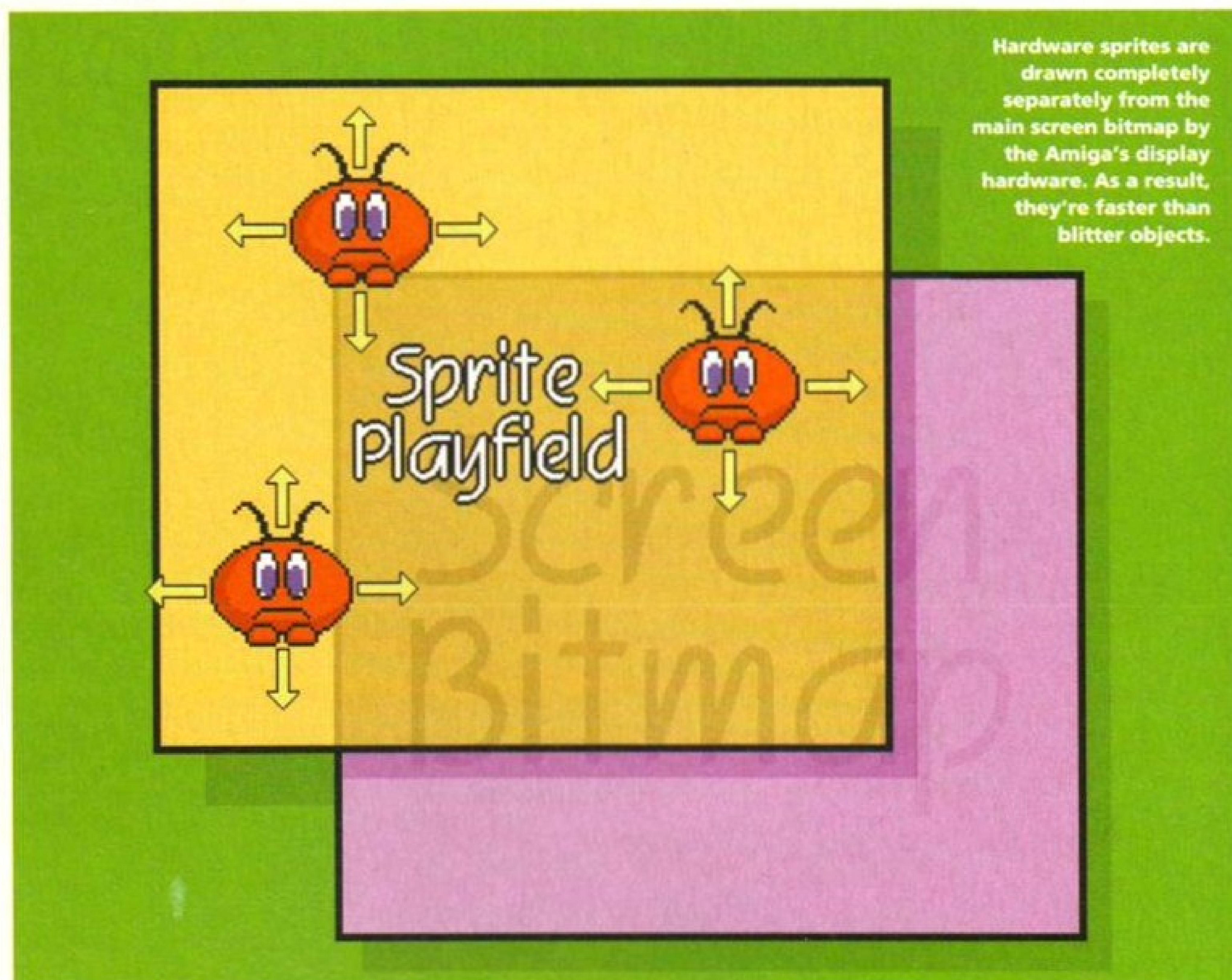
Take a shoot-em-up game, for example – every moving object you see (bullets, aliens, explosions and so on) is a sprite.

Sprites are somewhat confusing on the Amiga because, unlike lesser machines, it has two types:

Hardware sprites

Blitter objects (also called software sprites or bobs)

Each gives you essentially the same result – a movable object – but it's important to understand the differences between them so that you can choose which best suits your game. Here's a quick rundown of what they have to offer.



Hardware sprites are drawn completely separately from the main screen bitmap by the Amiga's display hardware. As a result, they're faster than blitter objects.

Hardware sprites: The purest type of sprite is the common hardware sprite which is generated and displayed completely separately from the main screen bitmap by the Amiga's display chip, Denise.

Hardware sprites suffer from a number of major limitations. For starters, only eight hardware sprites can be displayed at any one time. What's more, each individual sprite is limited to a maximum width of just 16 pixels (although you can join several sprites together to form one much larger sprite) and you can only choose between either three or 15 colours (not including transparent). Even then, using 15-colour sprites immediately halves the number of hardware sprites available.

In their favour hardware sprites are very fast because they are handled by the Amiga's display hardware, making them ideal for bullets or any object that has to move very quickly.

Blitter objects (bobs): Blitter objects (or software sprites, if you so prefer) are drawn directly into a screen's bitmap by the Amiga's blitter chip. As a result, the number of colours that each bob can use is limited only by the number of colours offered by the screen bitmap – open a 32-colour screen and you can use 32-colour bobs. What's more, there's no restriction on the size of your

DOUBLE BUFFERING

If you're writing a game or a demo that makes use of blitter objects then it's vitally important that the screen that displays those blitter objects is double-buffered.

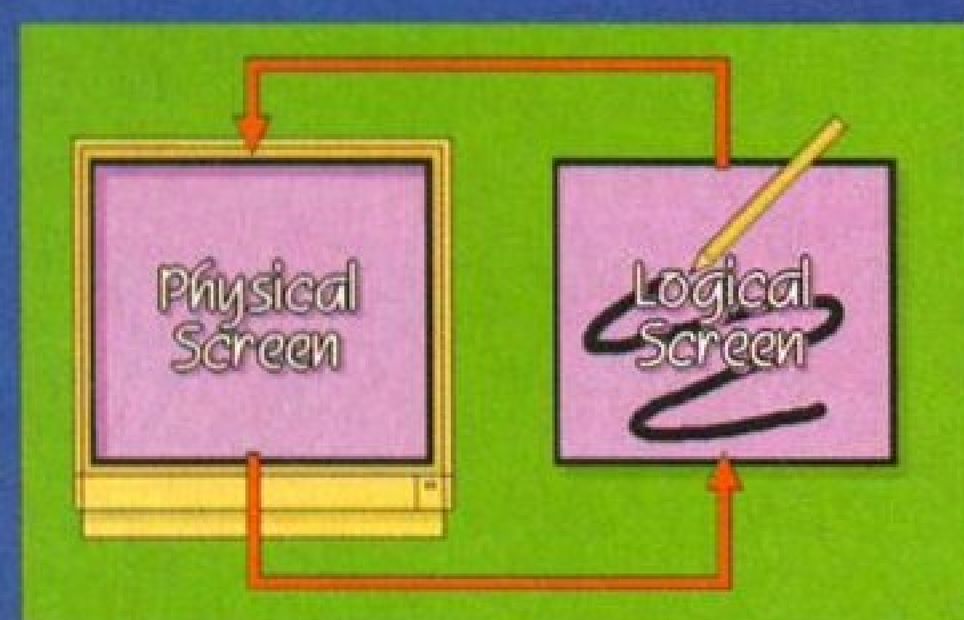
Double-buffering is a clever system to ensure all animations that your program displays, such as screen-scrolling and bobs, are silky smooth. Without double-buffering, you may notice flickering and jittering when bobs are moved.

Double-buffering works by doubling up a screen so that it actually consists of two entirely separate bitmaps – one which is displayed (the physical screen) and another which is hidden (the logical screen).

All drawing operations (moving bobs, updating animations and so on) are performed on the hidden screen. When this screen has been completely redrawn, the physical and logical screens are swapped so that the logical screen is displayed. The old physical screen (the one that is now hidden) becomes the new logical screen and the whole process is repeated. It sounds complicated but all professional games programmers use this technique to ensure silky smooth animation.

Incorporating double-buffering into your own programs is very easy indeed with *AMOS Pro* because all the hard work is done for you – all you have to do is to create the double-buffered display and that's it.

To create a double-buffered display, just add the command Double Buffer to your program immediately after you've opened the screen that you'd like to double-buffer. From now on, all bob operations will take place on the logical screen and *AMOS Professional* will swap the two bitmaps whenever you call the Wait Vbl command.



Double-buffering a screen ensures that your bobs do not flicker when they are moved.

Tutorial

Part 3

NEXT MONTH MORE TOP TIPS TO GET YOU PROGRAMMING IN AMOS PROFESSIONAL.

COMPETITION TIME

Entries are flooding in for our fabulous *Write A Game In AMOS* competition with a top prize of up to £1,000. But there's still time for you to rush us your entry – you've got until May 1 to send your *AMOS*-programmed game to: *AMOS* Competition, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. See *AF67* for full competition details.

bobs. Providing you have enough memory, you could move a 320x256 bob around the screen.

As always, however, there is one major disadvantage with blitter objects – speed. Shifting screen memory takes time and therefore bobs are considerably slower than real hardware sprites. Although you're unlikely to notice the difference with smaller bobs, increase the size or the number of colours that they use and your blitter objects become painfully slow. By restricting their size and depth, however, you'll find the flexibility of blitter objects far outweighs any disadvantages.

We don't really have the space to cover both hardware and software sprites so, for the sake of this tutorial at least, we'll be concentrating exclusively on blitter objects.

With a blitter object loaded into memory, you're ready to start programming. Placing bobs on the screen is easy thanks to *AMOS Professional*'s comprehensive selection of bob-related commands. To switch on (display) a bob, all you need is the Bob command. Here's its format.

```
Bob NUMBER, X, Y, IMAGE
```

NUMBER: The number parameter is simply a value that *AMOS Professional* uses as an identifier to keep track of individual bobs when two or more are displayed simultaneously. Each and every object you define must have its own unique identifier number.

X,Y: The X and Y parameters define the position of your bob on the screen. These two co-ordinates should be expressed in the form of screen pixels using the top left-hand corner of the current screen as the origin (point 0,0).

BOB'S YER UNCLE

In order to display a blitter object on your Amiga's screen, you must first define the appearance of the bob (its imagery) by creating a sprite bank – a file that contains all the images you want to attach to any bobs or sprites that your program will use.

For this important task, *AMOS Professional* includes a powerful utility program called an Object Editor. To access it, select Edit Objects from *AMOS Professional*'s User pull-down menu.

We don't really have enough space here to cover all the functions of the Object Editor in any depth – it's such a powerful tool that it would take an entire chapter of a book to cover its many uses. Suffice to say that it provides everything you need to define the appearance of your bobs.

Once you've defined your bobs with the Object Editor, they need to be saved off to disk as a sprite bank which can later be pulled into your program at runtime. The command to load a sprite bank into memory is Load followed by the filename of the sprite bank – Load MyBobs.ABK, for example.



Before you can display an object on the screen you need to define its appearance using the *AMOS Professional* Object Editor.

If the colour palette of the screen on which you're displaying the bobs, does not exactly match the palette of the sprite bank, then *AMOS Professional* provides a handy command which lets you assign the palette from the sprite bank to the current screen.

To do this, just add the line Get Sprite Palette to your program directly after you've loaded your bobs and defined the screen that will display them.

IMAGE: The image parameter is a value that tells *AMOS Pro* which image within the sprite bank you wish to assign to your blitter object. A value of four, for example, would attach the image four to your blitter object. Unlike the number parameter, this doesn't have to be a unique value – it's perfectly possible to use the same image with several bobs simultaneously. What's more, you can animate a bob simply by changing its image number whenever the bob is moved or redrawn.

Moving an object smoothly around the screen is very easy under *AMOS Professional*. All that is required is to progressively increase or decrease the X (for left/right movement) or Y (for up/down movement) co-ordinates of the bob that you'd like to move.

The easiest way of achieving this is to hold the bob's co-ordinates in two variables – MYBOBX and MYBOBY, for example – and update them by increasing or decreasing their values accordingly. Each time you update the bob's co-ordinates, you need to redraw it so that the bob appears to move. *AMOS Pro* doesn't provide any special commands specifically for moving bobs, all you do is to call the Bob command again using the new co-ordinates and *AMOS Professional* automatically removes the old bob image and redraws your bob at its new position. Take this small section of code, for example.

```
For X = 0 To 320
    Bob 1,X,150,2
    Wait Vbl
Next X
```

This very simple program demonstrates perfectly the process of moving a bob smoothly from one side of the screen to another. OK, so it's not very exciting but it's worth noting how the illusion of movement is created by progressively increasing the value of the variable X.

Also worth noting is the use of the Wait Vbl command. Just like the screen scrolling we covered last month, all bob redraws have to be synchronised with the Amiga display hardware so that your bobs aren't redrawn more than once each frame. What's more, redrawing a bob without synchronising it with the screen hardware produces an annoying flicker.

TIME FOR SOME FUN...

That's enough of the theory – let's get stuck in to some programming. Listed below is a very simple *AMOS* program that makes use of the spaceship graphic on our *AMOS Professional* Coverdisk. It opens a screen, double-buffers it and then smoothly moves a bob across the screen from left to right.

```
Rem *** Bob Demonstration
Rem *** By Jason Holborn, Amiga Format

Screen Open 0,320,256,16,Lowres
Flash Off : Curs Off : Cls 0

Rem *** Double Buffer screen...
Double Buffer

Rem *** Load sprite bank...
Load "AMOSBOOK:AbkFiles/SpaceShip.ABK"
Rem *** Get palette from sprite bank...
Get Sprite Palette

Rem *** Set bob coordinates...
X=0 : Y=150

Do
   For X=0 To 320
      Rem *** Draw bob...
      Bob 0,X,Y,1

      Rem *** Synchronise screen...
      Wait Vbl
   Next X
Loop
```

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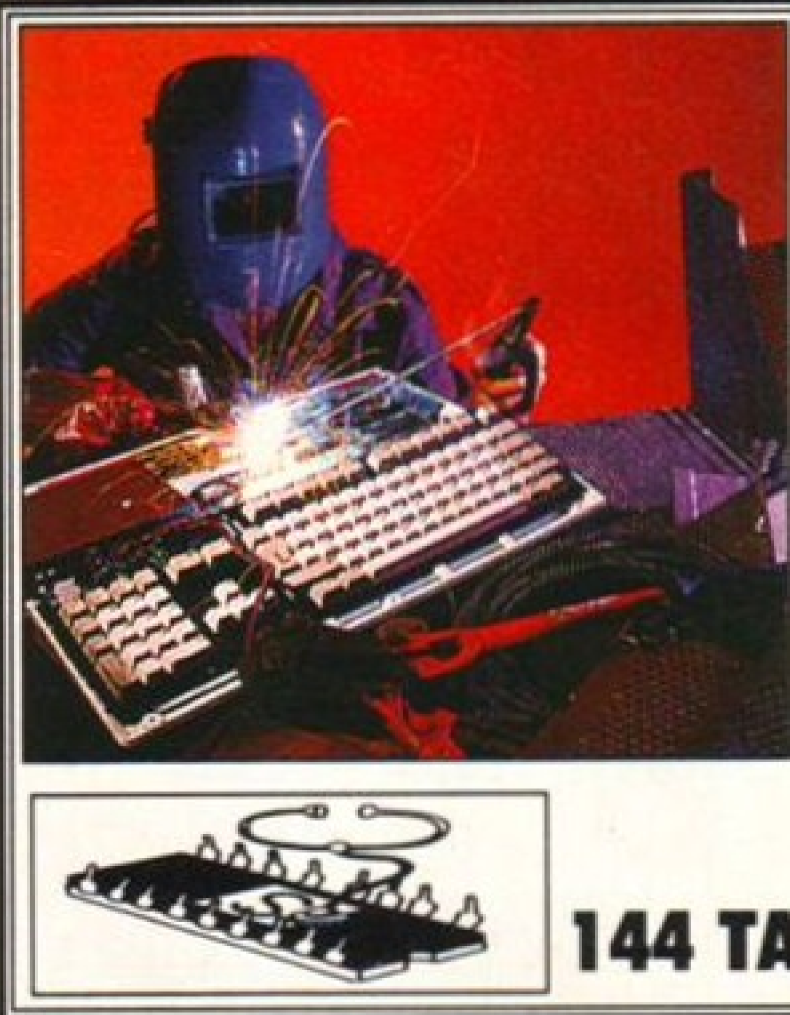
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Time for Telser

Richard Baguley takes a look at what's new in the world of Amiga Comms.

Even though the Internet, and the Usenet in particular, can seem to be full of rubbish, there are some real gems. The Newsgroup ***Comp.sys.amiga.announce*** is one such pearl. This is the place where Public Domain authors announce their latest programs and many companies give notice of new versions of their products.

For instance, this is where I first heard about the PCMCIA modem drivers mentioned elsewhere on this page and any number of classic PD programs have been previewed here. It's a good place to keep an eye on what new products are being released and what new versions of old favourites are making a re-appearance.

For instance, this newsgroup is where I heard about a rather useful little program called *Telser*. This is a serial Telnet driver which enables you to use normal Comms software across an Internet Telnet link. If that sounds like technobabble, I'll cut away the needless terminology.

A Telnet link is the Internet equivalent of calling another computer on a modem. You are presented with a simple terminal screen where you type commands which are sent, one character at a time, to the remote computer via the various other computers in the link.

However, unlike a modem link, the characters you type are sent in a special format, accompanied by various bits of information (such as the name and address of the remote computer). *Telser* basically pretends to be a modem while actually setting up a Telnet link.

To the Comms software, Telnet looks like a normal serial device, and it even responds to standard AT commands, with the phone number being replaced by the address of the remote site. For instance, to connect to CiX, you would type ATDT cix.compulink.co.uk. To set it up, all you need to do is install the software, start off *AmiTCP* and set your Comms software to use Telser.device instead of serial.device. This seems a bizarre thing to do, but there are a multitude of applications.

```
NComm v1.92   Copyright © 1988, 1989, 1990, 1991 Daniel Bloch & co.

atdt cix.compulink.co.uk
CONNECT 38400
DYNIX/ptx(R) V2.1
Login: qix
UNIX System V Release 3.2.0 i386
gonzales
Copyright (c) 1984 AT&T
All Rights Reserved
CIX  Version  2.19   02/08/94
Copyright (c) CoSy Conferencing System, University of Guelph, 1984
Portions copyright (c) Compulink Information eXchange Ltd, 1985-1994
You are on line: AF/AFFM
Nickname? (Enter 'new' for new user) baggers
Password:

NComm v1.92          38400:8N1:ISO          11:33 00:00
```

This may look like a normal session on CiX, but if you look carefully, you can see something unusual. It's the first line – the telephone number has been replaced with the address because *Telser* responds to AT commands.

Let's imagine a typical situation: you are an Amiga Comms user in Leeds. You fancy joining a commercial E-mail service such as CiX in London or the WELL (Whole Earth 'Lectronic Link) in San Fransisco. But you don't fancy the phone bills.

In steps *Telser*. You set up an account with an SP (Service Provider, a company which provides Internet access for a fee) such as Demon Internet who have a POP (Point Of Presence, a place which you call with your modem to connect) a local call away. Using *Telser* you can then connect to any Internet site in the world for the cost of a local phone call.

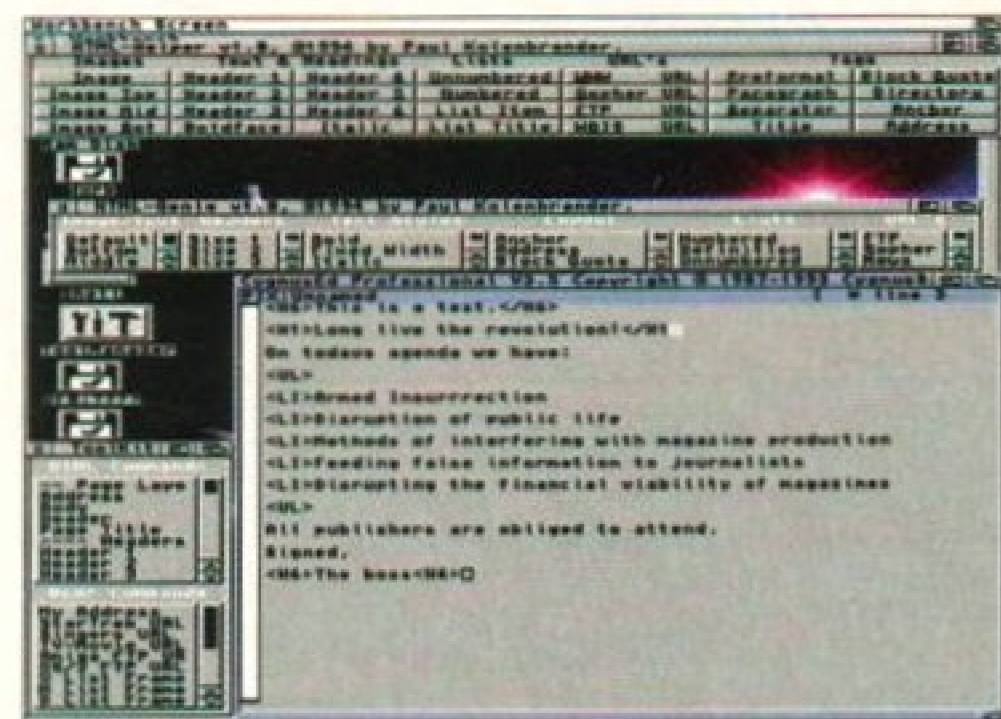
You can connect to services such as CiX or the WELL using either normal Comms software (such as *NComm*) or an OLR (Off-Line Reader) such as *Lucy*. Somewhat cheaper than calling London or San Fransisco, I think.

Most commercial services allow you to access them this way, and an increasing number of BBS are also getting Internet links. Well, American ones are anyway, because the cost of getting new telephone lines installed there is not extortionate like it is over here, and ISDN lines are actually affordable. A big thumbs down to BT, once again.

Telser costs a measly $15 (£10) to register. For a program as useful as this, it's a small price to pay. The unregistered version is limited to one link at a time, so you can only have one Telnet link running at any one time. If you register, you can have as many running as your Amiga (or the Internet) can cope with, so you could be downloading your mail from any number of services at once. This would give you even lower phone bills.

Several months ago I asked a question, but I've still not found the answer. The question was very simple: why is Comms and the Internet such a male dominated thing? Where are all the female Netsurfers? Answers, on a postcard please, to...

● **Richard Baguley can be contacted at *baggers@cix.compulink.co.uk***



Next month we'll be looking at how easy it is to make up your own World Wide Web pages.

MODEMS ON A CARD

Those of you who read PC magazines will have noticed an increasing trend towards putting modems on PCMCIA cards. These new modems are small (about the size of a credit card) and not overly expensive. Because the A600 and A1200 have a PCMCIA slot, can't you just plug one of these modems in and get dialling?

Unfortunately, not. The PCMCIA slot works in a different way to the serial port, so you can't just redirect things. What's needed is a device driver for the modem which deals with linking the Comms software with the modem.

Up until now, this software has not existed, but a recently-announced software driver enables you to use most popular PCMCIA modems with an A1200 or A600. It was written by Erik Quackenbush, who has to win the award for the best-named Amiga programmer ever. Erik claims that this device works with most popular PCMCIA modems, although you should contact the distributors to check if you have a specific model in mind.

UK and European distribution is being handled by Eyetech systems, who can be contacted at *eyetech@cix.compulink.co.uk*. The driver costs £29.95.

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Panasonic KXP2123/2180	5.75	5.60	5.40	5.20
Star LC10/20/100	2.29	2.14	1.94	1.84
Star LC24–10/200	2.86	2.71	2.51	2.31
COLOUR				
Citizen Swift 24	12.81	12.66	12.46	12.06
Panasonic KXP2123/2180	10.63	10.48	10.28	9.88
Star LC10/20/100	6.00	5.85	5.65	5.25
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Nick Veitch – Editor

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

AUSTRALIAN RULES

Wow! *AF* on the Net! Now all us Aussies, Yanks and Martians can interact a bit more in the best Amiga mag on the planet. Here's a couple of points for you, mate:

1. *Amiga Format* readers need no more sound and music Coverdisks. *SuperJAM!*, *Music-X*, *OctaMED*, *Tiger Cub*, when does it end?

Yes, the Amiga has brilliant sound capabilities but I DON'T and these issues and programs are a waste of money for me, so I'm not buying any '95 issues with music-related Coverdisks. If you can't get something else, put on some PD stuff (not a PD soundtracker!).

2. It's February 5 here in Oz and I've just got a fresh, straight-off-the-truck issue of *AF66* (December). How about allowing for this time lag in the compos and giving us a chance? How about an overseas readers-only compo once in a while? Will a subscription get *AF* here sooner?

3. Will CD[32] controllers work on my A1200 and can I use one for two-button *MKII*? Why wasn't there a CD[32] controller option so we could have all the buttons?

4. When are you going to make an *Imagine 2* manual? I recall a manual being reviewed in *AF* a fair while ago, is it still available?

5. Could you encourage your advertisers to print their Internet addresses? It's much easier, quicker and, best of all, cheaper than phone calls or letters.

6. Why can't the English cricket team catch a cricket ball?

7. Where does Australia fit in to the future of the Amiga, Mr Pleasance? Please don't leave us to the lazy, useless twits that were Commodore Australia. The ever-loyal Aussie Amigans deserve better.

I do love *AF*, please keep up the good work.

Ryan 'Music Disk Hater' Bentley
ryan_b@hedland.edu.au
South Hedland, Western Australia

OK, here we go by the numbers:
1. Don't buy the next issue of Amiga Format. *It has the rather excellent* Bars&Pipes *on the disk. I'm sorry that you don't like the music software that we have put on the disk, but a lot of people do. I should think* Bars&Pipes *will be the last for a while though.*
2. We do try and allow time for overseas entries, but in the far flung corners of what was once a glorious empire, you seem to get further and further behind. Subscriptions will get there sooner, because they go air mail, instead of travelling all the way on some cargo ship, not much better than the ones your ancestors probably travelled out on.
3. It does, you can and I have no idea.
4. It is sadly out of print. There may still be plans for an official Amiga Format *guide to* Imagine.
5. Many of them are getting wired for action, and hopefully will see the sense of including E-mail addresses in ads.
6. Er, it was the wrong sort of sun on the pitch, they had a nasty curry the night before, the umpire was blind etc. Oh dear, if only Beefy wasn't a bit past it we'd give you the thrashing you richly deserve.
7. I will pass on your comments to Mr Pleasance. I have to say that I think Europe will be his immediate concern, but I don't think the new company will leave any stone unturned in their quest for Amiga dominance.

ROSE-TINTED SPEC PT 1

I have been comparing Amigas to ZX Spectrums, and have come to the conclusion that ZX Spectrums kick the Amiga's arse.

The graphics are highly superior and the game playability is out of this world. Also on the Spectrum the loading speed is so much faster than the Amiga it's unbelievable.

A ZX Spectrum lover

Indeed. It uses less electricity too, and you won't have the expense of having to get one of those nasty CD-drives. I prefer the ZX-80 myself. I never had any trouble with dust getting into the keyboard...

ROSE-TINTED SPEC PT 2

I have an A1200 and I would like to know if anyone can supply me with a Spectrum 128K+2 emulator.

While I was at a friend's house, I noticed his old Spectrum poking out from under the bed. We set it up and had a go on some of the games. Because of this I had a nostalgia attack and I want to play some of the old classics (in particular *Target*

Continued overleaf ➡

WORTH A THOUSAND WORDS



When I am not dabbling with my Amiga, I like to pass the time with a little PMA (Photographic Mind Analysis). I believe that a great deal can be learnt about a person and their inner workings by simply studying their photograph.



For example, Steve Jarratt would like to think he is mean and moody, resting his head casually upon a hand in a 'here I am, come and get it girls, but it's cool if you don't want to' sort of way. The grim truth is, once alone, he openly blubbers like a snivelling wreck of a man, assuming everyone hates him.



With David Pleasance, his inner mind is written all over his face. The eyes stare blankly as if to say 'why me?', and although you can't see it in the photo, one hand probably nurses a half-empty tumbler of cheap whiskey.



Steve Bradley gazes impassively beyond the reader, quietly fascinated by something, implying his mind is amused by small things. Perhaps someone behind the photographer is waving a tiny carrot on a stick, without which, Steve would maybe wander off and gurgle in a corner.



Nick Veitch looks like, erm, well, actually he just looks a bit chubby really.

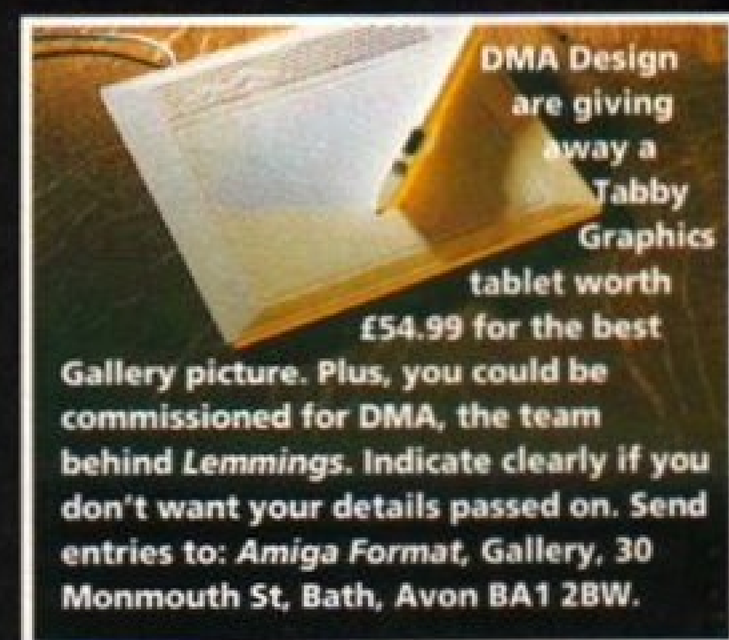
John Graham, Hull

I notice you didn't include a photo of yourself so we could poke fun at you. And your letter was typed, so we can't even analyse your writing. Take this AF sweatshirt, though you don't deserve it, and do something more useful with your time.

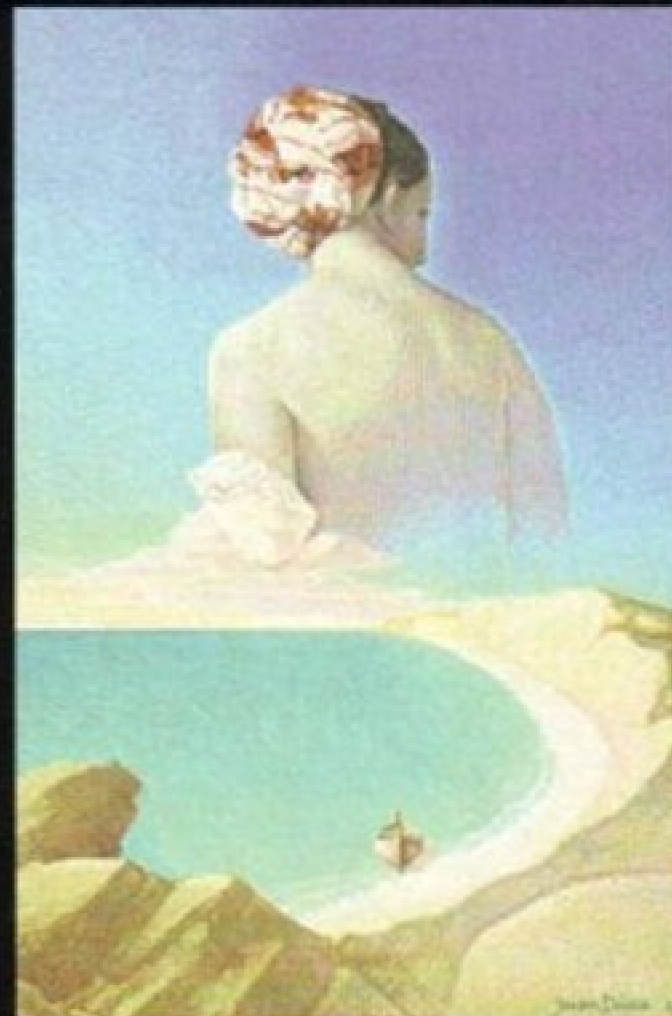
The Gallery

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INGRES

by Juan Diaz, Denmark

Moody, atmospheric and ambient. New to the computing scene, Juan made the perfect choice in an A1200 and *Brilliance 2.0*. The use of 256 colours has let him experiment with some suitably subtle shading effects.

SENSIBLE OUTRAGE

Sensible World Of Soccer was the biggest selling floppy disk game on any format over Christmas. Although many of you are delighted with the game, there are also murmurings of discontent. Here's a selection of points from our postbag.

I love *Sensible World Of Soccer*. I love the way the little players writhe on the floor when you foul them. I love the way the ref marches on to the pitch relentlessly and hands out cards willy-nilly. I love the total feeling of being completely overwhelmed by the sheer number of teams.

But where are the crowd samples from around the world? Is it just that my faithful old 1Mb A500 can't play them or something? Or have I got a duff copy? Hmmm.

Graham Lally
GrahaLally@o14amiga.demon.co.uk

How did *Sensible World Of Soccer* manage to get 95 per cent? It's a pile of crap. The arcade section is good, but the management section is completely unplayable.

Whatever team you manage, you lose a pile of cash each week and your players' values constantly decrease. This makes it impossible to complete a season. You nearly always get the sack or start the season with a minus bank account.

I phoned Renegade and they said I should sell my best players to reduce my wages. What? Sell my best players, but this means my team will be weakened. I told them that the wages weren't a problem, but the running costs were.

I would be grateful if you could get Renegade to sort out this problem, because at the moment, I've got an expensive pair of drink mats sitting next to my computer.

Darren Noyce, Stowmarket, Suffolk

Having accurate season data for hundreds of clubs from all around the world is brilliant and the new managerial side of the game is a welcome addition, but I could find no mention in your review of some of the downfalls.

Let's look at the back of the box: crowd samples from around the world, it says. That's funny, all I can hear is one rather muffled sample played over and over. And when I try to turn off the chants with F10, they refuse to do so.

Why is the Auto Save Highlights option reserved for the A1200, when they worked on my trusty A600 in the original?

And what about the goalie tweaking you praised in the review. I consider myself to be quite a good games player, but there's no way I can consistently score one goal a match, even with a decent team. Why didn't Sensible include an option to alter the goalies' skills?

I enjoyed the game far more when I could score several goals against the Amiga instead of being consistently beaten 2-0.

Mike Edwards, Stoke Bishop, Bristol

I'm an avid fan of *Sensi*, but I was bored with handing 8-0 kickings to my Amiga, I'm happy the computer teams are harder to beat. But how could you be so blind as to miss the fact in your review that the computer teams cheat? I find it extremely annoying that my ace centre forward is steaming goal-bound only to be brought down FROM BEHIND by a player who is clearly several pixels behind.

Also, does your version fail to go into I-will-score-you-git mode in the last five minutes of each half?

Ian Hayward, Deeside, Clwyd

The playability has been tweaked out of the game. Where the original was exciting and enjoyable, *SWOS* is slow, frustrating and tedious.

SA, Tyne and Wear

Well, there you go. Some people liked it, some people hated it. Sensible Software are hoping to release some updates for the game, so watch out for the next issue of Amiga Format.

Renegade and *Chase HQ*) on my A1200. Do you know where I could find an emulator?

Ben Carter, Old Lynn Road, Norfolk

There are a few PD ZX Spectrum emulators. Check out the ads in this issue for details (try the United PD one), and you can fulfil your nostalgic fantasies.

UFG IS NOT FOR ME

I bought a copy of the magazine *Ultimate Future Games* and I am so angry. The mag made several below-the-belt remarks about CD^{32} and just went on about the new wonder machines that are hitting the shelves in some far off land. The thing that really got me was a joke Top Five Crap Consoles feature with CD^{32} at number three. The Sega Mega CD was not one of the five which compounded my anger.

I will not be buying *UFG* again, and please, if you see any of their staff wandering around the Future Publishing offices, gob in their coffee or something.

Jamie Dunn, Park North, Swindon

I know what you mean, but I think the staff of the magazine are probably just envious because they can't work on a top magazine like Amiga Format. *However, I do suggest you spend your money a bit more sensibly in the future. If you put £10 in a building society, by the time one of* UFG*'s fave machines is actually available here, thanks to compound interest, you might actually be able to buy it… and find out that you're still better off with an Amiga. I think that the* UFG *staff already have foreign substances in their coffee – rest assured, their life is hell enough already.*

PC OR NOT PC?

Can you tell me if there is any work going on for an Amiga card for the PC? I think I am right in saying that it was going to be an AGA-based card, that allowed the user to run Amiga programs through *Windows*, or possibly on a separate monitor.

To be honest, I haven't the foggiest idea where the story came from, probably *PC Plus*, but they have also been saying that Commodore has been wound up, and there will be no more Amigas.

Steven Hocking
steven@bronco.demon.co.uk

As you may have noticed elsewhere in this issue, the Amiga is far from dead. The concept of an Amiga card for the PC is based on fact – it is something that the Amiga International team are thinking about. I think it's a great idea – all those people who were unlucky enough to fall for the over-hyped brainwashing campaigns of Intel, Microsoft and IBM will actually be able to use their machines for something useful.

DEAR NEW EDITOR

I would like to thank Future Publishing for bringing *Amiga Format* from strength to strength.

I have an A1200 with 2Mb of RAM and an 85Mb hard drive. I would like to know if, in a future issue, *Amiga Format* could have a few pages dedicated to upgrades for the A1200, such as memory upgrades.

I don't think the Amiga is dead – its voyage has just begun. Keep the two Coverdisks, I think they are a valuable asset to your loyal readers. Good luck being editor.

Anthony Persaud, Hayes, Middlesex

Thanks very much for your vote of support. I'm glad you are enjoying using your Amiga, and rest assured about the Coverdisks – we aim to bring you the best for your Amiga for a long time to come.

THE PENTIUM PROBLEM

In *AF68* Tim Smith devoted his column to the Pentium chip bug. However, by concentrating on the chances of the bug occurring, I feel he missed the crux of this matter.

The problem is not that there was, or is, a bug, because almost every designer and programmer will tell you, due to the complexity of modern hardware and software, everything has bugs in it. Even the Amiga had loads of setpatches as revisions came out, so apart from having a good laugh, it is wrong to try to lord this over the PC owners.



TWO GUITARS
by Danny Chrastina, South Humberside



AMBER
by Andrew Powell, Canada



GRATUITOUS
by Roy Hook, Mid Glamorgan

The real problem is that Intel did not and, as far as I know, were not planning to tell anyone about the bug even though they have known about it for at least a year.

If they had told people they might have lost a few sales, but programmers could have patched or worked around it in the software and then they would have avoided all this hoo-ha. When will these big companies learn that this sort of secrecy doesn't work?

Julian Cameron
Jules@came.demon.co.uk

You are right. And even when they did admit to the bug, initially they said they were only going to fix it for specific users who could prove that it may cause them a problem – incredible. How many Intel engineers does it take to replace a lightbulb? 0.9987432542...

DERISORY ROBOTS

Nice to see the reviewers back on track with the *Rise Of The Robots* review (*AF67*). It's a shame so many people have bought it already because it was on the shelves before a proper magazine reviewed it. The *CU Amiga* guy still gave it 81 per cent, even though he admitted in his review that nobody else in the office would go near it. Even lesser mags gave it ridiculous scores of above 90 per cent! The words 'hander' and 'back' spring to mind.

Jon Mahoney
jonathan@jona.demon.co.uk

I don't know if we'd go so far as to suggest anything like money changing hands. After all, the reviews are just opinion, and some people, somewhere, might have liked the game. It may be that the reviewers on those magazines which did give it good scores are not very good, in that their opinions don't correspond to the views of quite a lot of people. In a situation when magazines give scores you don't agree with, I suggest you stop buying them.

STOP COMPLAINING!

Well! Whatever next? Soft-Logik's PR people in the *AF* letters pages (*AF67*). I agree it is a shame that *PageStream 3* could not have got a better mark, but your job, Soft-Logik, is to release good products, not to complain when bad products get bad scores.



Can you spot the Amiga on the cover of Fish's 1990 prog rock extravaganza, and what does it signify?

On a lighter note, a while ago in *AF* you asked us to write in if we heard games mentioned in songs. Well, I haven't heard any games, but there is an A500 on the cover of *Vigil In A Wilderness Of Mirrors* by Fish.

Stuart Hedges, Petts Wood, Kent

Our resident Fish expert was unable to confirm this, because we have locked her in a secure cupboard. I think Soft-Logik are a company that has the ability to release good products, which is why the initial release of PageStream 3 *was such a disappointment. Soft-Logik are continuing to update the software, and we will review it again in the future.*

RAISE A TOASTER

Friday, January 20, BBC2, just after *Fantasy Football League*. Yes, it's *Duckman*, the everyday story of a private eye who is, in fact, a duck. And what do I see? In the scene where the protagonist inserts a video cassette into a video in his kitchen, the said video says Video Toaster on the side.

Do I win a prize for the first spotting of an Amiga in a cartoon?

Mark Baxter
BaxterMA@phymat.bham.ac.uk

No, because technically, it isn't an Amiga – it's only a video about some Amiga hardware. And shouldn't you be learning all about Laplace Transforms rather than watching cartoons?

The Gallery

ALFA ROMEO

by Auburn Hodgson, Cleveland

THE MAN AT THE TOP

Write to Amiga International managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.





WHICH WAY FORWARD FOR THE AMIGA?

When will the CD^{32} module come out for the A4000? It's much needed – all PC owners can easily get one but don't release the trapdoor CD thing like for the A1200. Go for a PCMCIA solution like the Zappo drive.

Will there be commercials for new Amiga releases? I really hope so! And not only in good old England, but in the entire Amiga using world. Set up a BBS in as many places as possible and connect them to the Internet. Why not get people from all big European and American computer magazines to look at an A4000/040T/060T (A5000?) and have a few people to show them off? Let them see *Final Writer, Real 3D, X-CAD 3000, Scala, PageSetter 3.0 AGA, Lightwave* etc. Knock their socks off!

You should also look at making Amigas cheaper – an A4000/040 should cost around £900 with 10Mb RAM and a 240Mb hard drive.

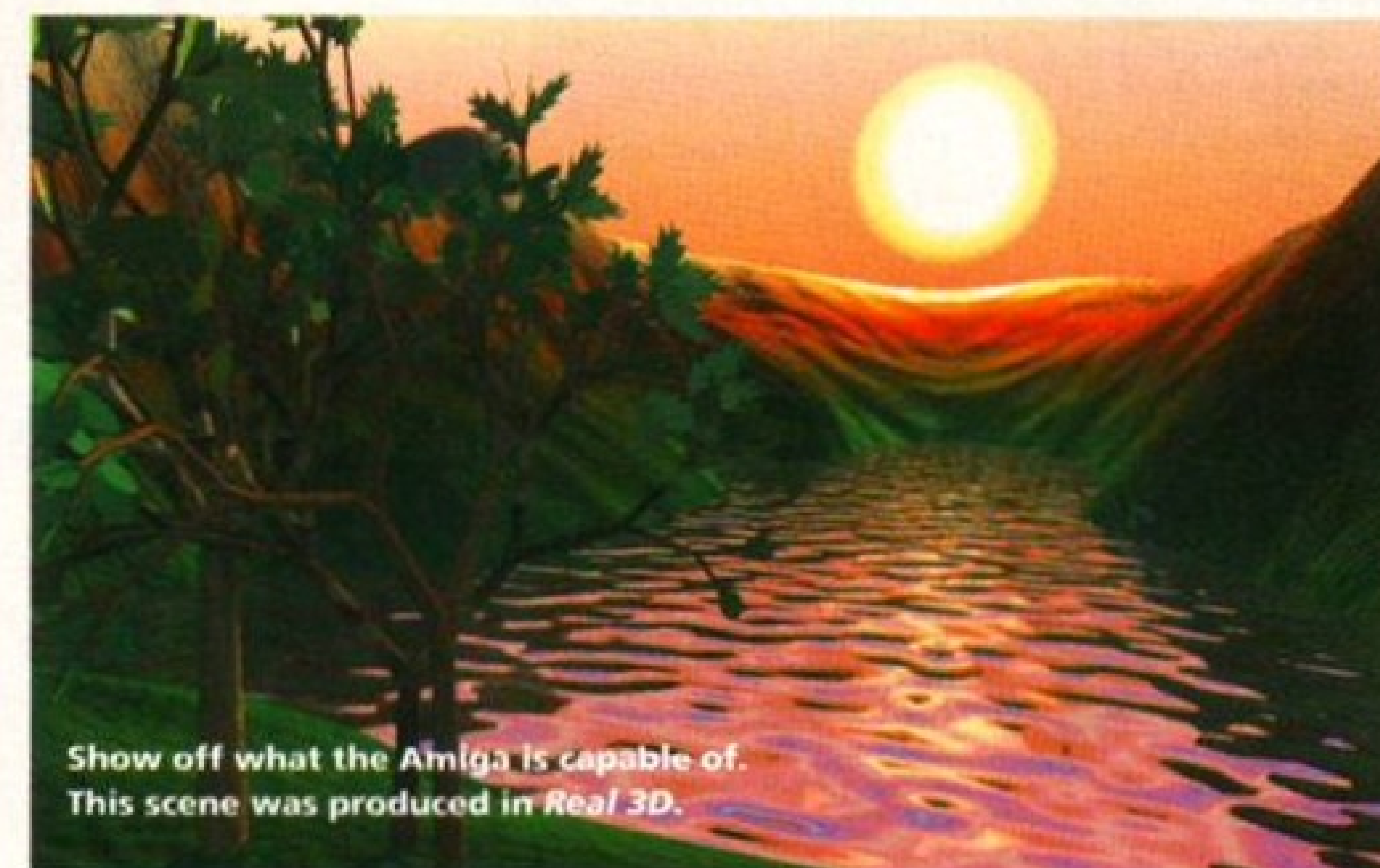
John Gustafsson, Sweden

A CD^{32} compatible drive for the A4000 has been designed but has to be subjected to rigorous testing once a prototype has been built. We expect to be able to bring this to market in about four or five months after the management buy-out is successful. It is our intention to produce TV commercials and these will be made available to the appointed distributors in each territory to use as and when they see fit.

There already exists a comprehensive Bulletin Board Network around the world (indeed many completely fabricated rumours stem from it), however, we acknowledge the room for enhancement and improvement of the system.

Many people from the software and hardware companies you mention spend a great deal of their time demonstrating the Amiga systems out-performing PCs and we will support this activity fully.

When all the details of our plans for Amiga International are released, I believe everybody will feel much more secure about the long-term future of our favourite computer. It will be in good hands.



Show off what the Amiga is capable of. This scene was produced in *Real 3D*.

APOLOGY

Steve Jarratt made some unfortunate remarks about *Helios Forth* in a reply to a reader's letter several issues ago. What Steve really meant to say was that *Helios* wasn't the right choice for those particular requirements.

***Helios Forth* is a good implementation of the *Forth* language, as it would have to be to score 76 per cent when it was reviewed in *Amiga Format*.**

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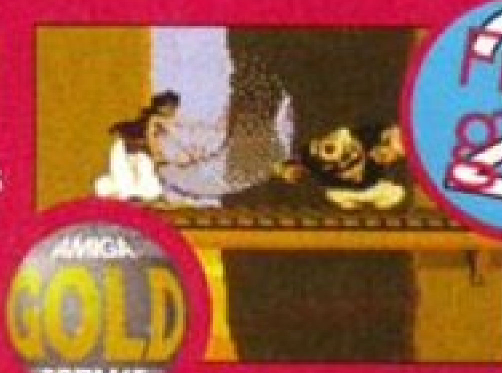
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WORDWORTH 3.1SE



This astonishing word processing package (91%, *AF67*) featuring on-line help and an 116,000 word spell checker and thesaurus can be purchased through our mail order department for £49.99 or you can get it FREE if you subscribe now – isn't that even more astonishing? Sadly, we can't afford to put it in a box, but otherwise the package is identical to the one featured in Readers' Offers. **(WB2, 2Mb RAM required.)**

ALADDIN



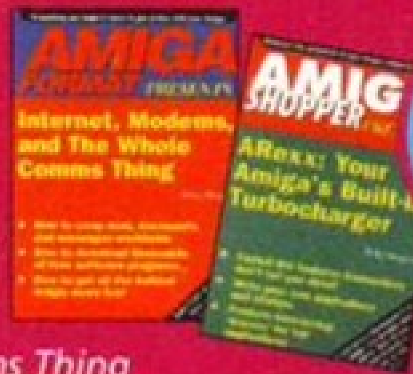
A Gold-rated game (90%, *AF66*), *Aladdin's* a brilliant conversion of the Mega Drive platform romp which could quite conceivably be the prettiest Amiga game ever, or so Steve Bradley claimed in his review. He also said: "*Aladdin* truly is a lovely game," and he knows about these things. Subscribe to *Amiga Format* and *Aladdin* is yours, FREE, instead of the more usual £29.99. **(A1200 only.)**

CANNON FODDER 2



And the *Amiga Format* Gold awards just keep on coming. The sequel to quite possibly Sensible Software's finest hour, *Cannon Fodder 2* (90%, *AF66*) retains all the playability of the original game while offering several different time zones in which to deploy your universal soldiers. Subscribe to *AF* today and this exciting release is yours for FREE (normally £29.99).

AREXX AND INTERNET BOOKS



For a little light bedtime reading, *Amiga Format* is pleased to offer both *Internet, Modems And The Whole Comms Thing* (by Davey Winder, RRP £19.95) AND *ARexx: Your Amiga's Built-In Turbocharger* (by Toby Simpson, RRP £17.95). For details of these blockbusters, turn to the *AF* Book Offers (page 132) or listen to Rod Lawton, Future Publishing's books editor: "These are simply the two best books in their field. I can't believe I've been talked into this..."

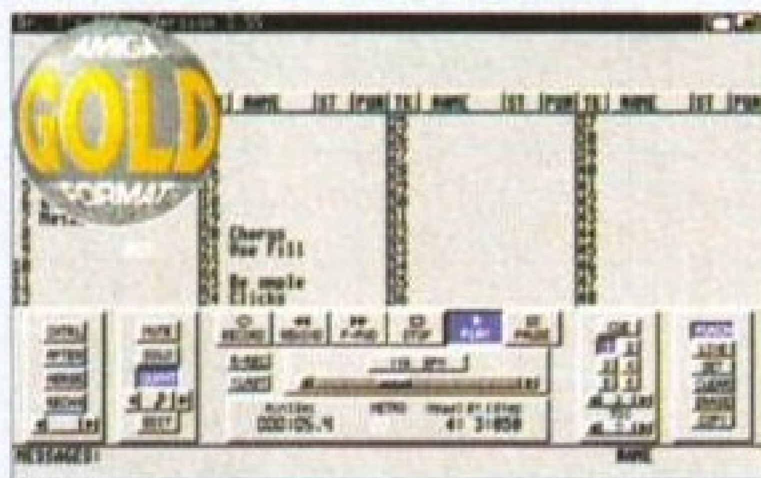
AMIGA FORMAT upgrade OFFERS

If you want to get even more out of our creative Coverdisks, why not upgrade or buy the manual. Turn to page 135 to fill in the order form.

All prices include postage and packing

Call our Order hotline on **01225 822511**

KCS 3.5 Level II



When we reviewed this incredible music package (*AF29*) we awarded it the coveted Gold rating (a whacking 92%) and that was with a retail price of £279. We said: "Contains all the elements you could possibly need to use your Amiga in a serious environment." *KCS 3.5* is much more than just a sequencer, it also contains a whole host of functions, in a multi-program environment (MPE), to allow you a great deal of flexibility in creating music: record notes in KCS, edit them in *Tiger* and print out your score using *Quickscore*.

***KCS 3.5* requires 1Mb RAM, although 2Mb, a hard drive and a MIDI interface is recommended.**

Description	KCS 3.5 Level II		
Order code	AMFKCS	AF Price	£69.99

TV*Text Professional v2 Full Package



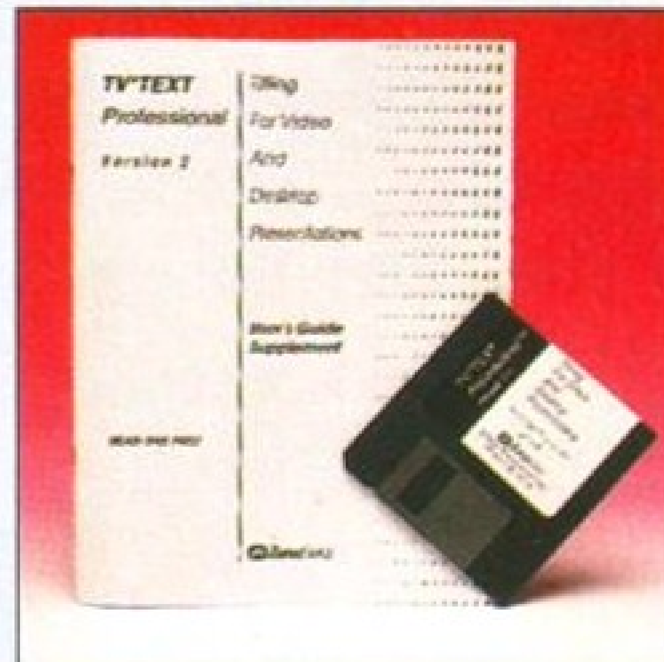
Our *TV*Text* Coverdisk (*AF64*) was ideal for those exploring the joys of video titling for the first time, but this new version will give your titling a whole new dimension.

*TV*Text Professional V2* includes AGA support, permits you to type text on-screen, provides full outline font support, includes a *Player* program, allowing images to be scripted and sequenced, and contains wipes, fades and other effects. *v2* also has an AGA manual and five disks packed with 50 outline fonts.

SAVE £40

Description	TV*Text Pro v2		
Order code	AFTVTF	AF Price	£89.99

TV*Text Professional v2 Upgrade



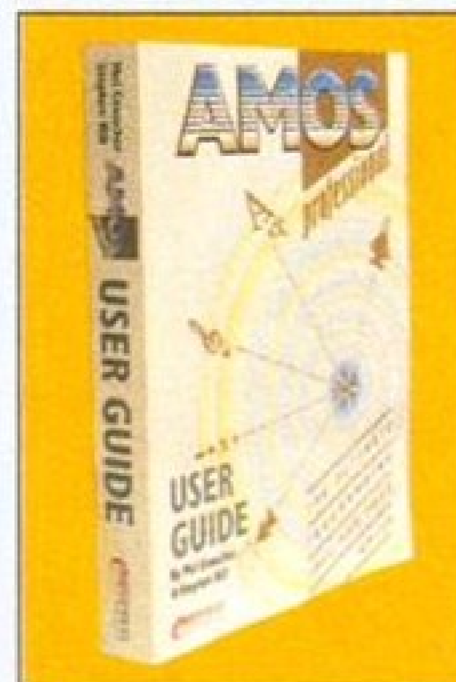
With the exception of the original 220-page *TV*Text Professional* manual and the five disks of outline fonts, this *TV*Text v2* upgrade contains everything that is in the full *v2* package.

If you have previously purchased the manual or already have access to a wide range of fonts, this option is definitely the right one for you.

See your titles come to life with the extra enhancements of this AGA version. For detailed specifications please see the description of the full package.

Description	TV*Text Pro Up		
Order code	AFTVTU	AF Price	£69.99

AMOS Professional User Guide



This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in *AMOS* (97%, *AF40*) and then guide them through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

Description	AMOS Pro Manual		
Order code	AMFAPRM	AF Price	£17.99

PageSetter 2: The Manual



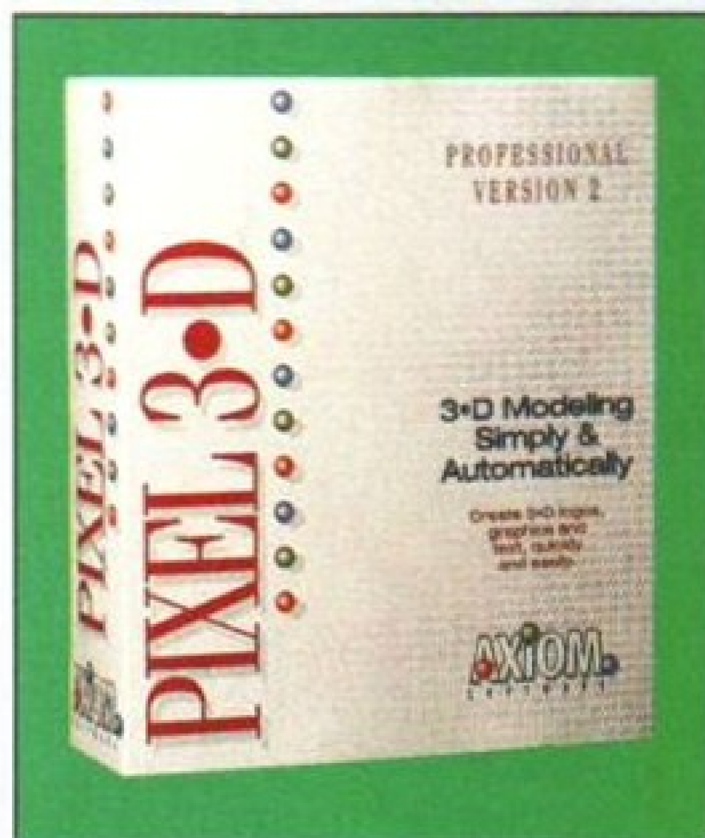
To enjoy the full benefits of the brilliant *AF63 PageSetter 2* Coverdisk, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

Description	PageSetter 2: The Manual		
Order code	AFM/PSM	AF Price	£9.99

Pixel 3D Professional v2



If you've been using our incredible *Pixel 3D Professional v1* Coverdisk (*AF65*), you'll know exactly what to expect with this bang-up-to-date upgraded version. *Pixel 3D Pro v2* is one of the most powerful 3D object utility programs available. *Version 2* includes the following enhancements:

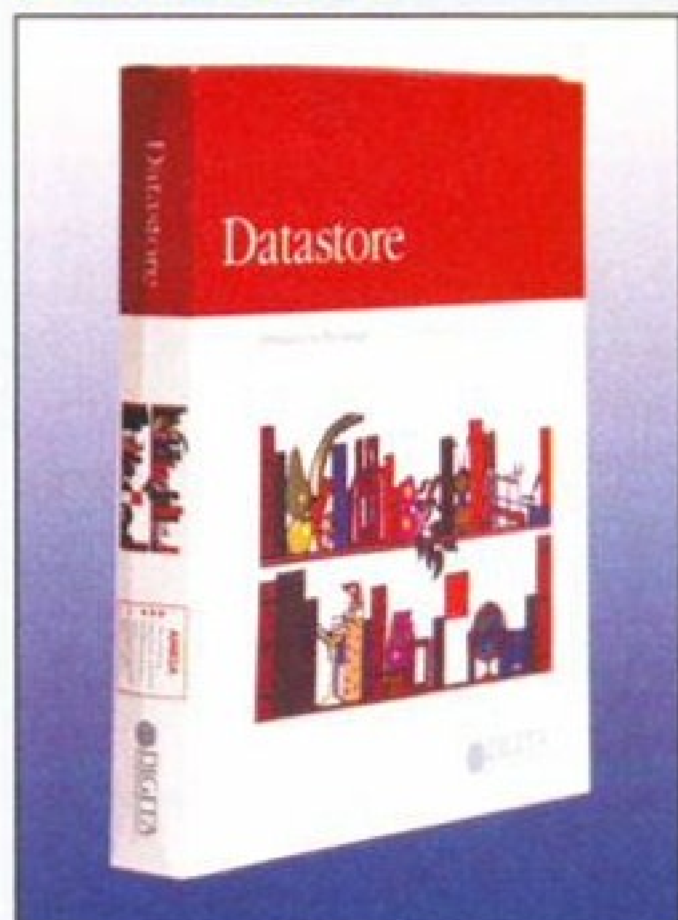
- Z-buffer full-colour viewing modes.
- Real-time 3D painting.
- Complete AGA support.
- Complete PostScript support.
- Object hierarchies support.
- Improved DFX AutoCAD support.
- Loads a total of 17 different 3D file formats including *Lightwave*, *3D Studio* and *Imagine*.
- And much more...

Version 2 of *Pixel 3D Professional* can also convert bitmap pictures of logos and shapes to 3D with unrivalled speed and quality. *Amiga Format* readers can upgrade to *Pixel 3D Professional v2* for just £129 – £70 off the RRP.

***Please note: *Pixel 3D Professional v2* requires Workbench 2 and 2Mb RAM.**

Description	**Pixel 3D Professional v2**		
Order code	**AFP3D2**	**AF Price**	**£129**

Datastore

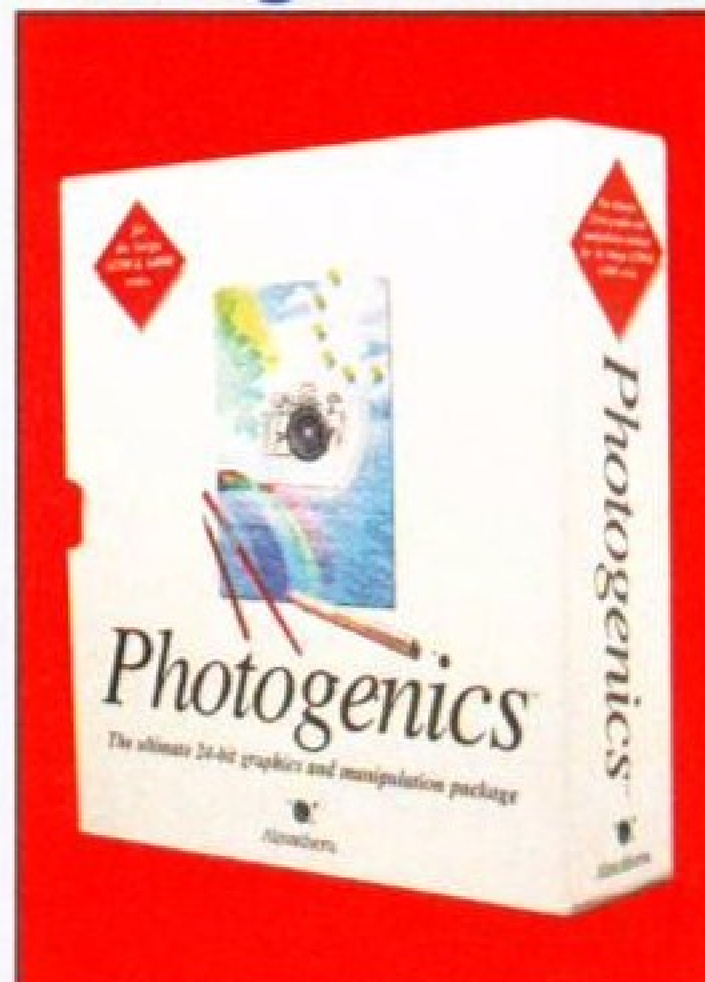


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful, yet easy to use. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	**Datastore**		
Order code	**AFDAST**	**AF Price**	**£49.99**

Photogenics

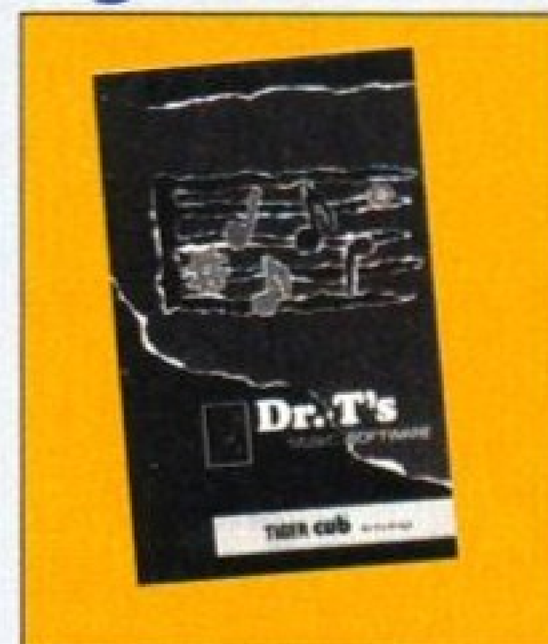


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed at what your Amiga is capable of.

The most talked-about image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does NOT require a 24-bit graphics board but runs on an Amiga with 2Mb of Chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	**Photogenics**		
Order code	**AMF508**	**AF Price**	**£54.95**

Tiger Cub Manual

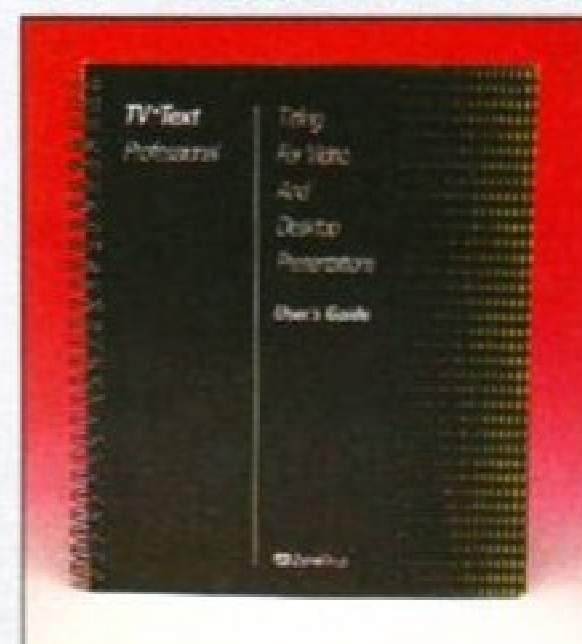


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	**Tiger Cub Manual**		
Order code	**AFTCM**	**AF Price**	**£9.99**

TV*Text Professional Manual



This attractive 220-page ring-bound manual allows you to explore all the features of our tremendously popular *AF64 TV*Text* Coverdisk with tutorials on backgrounds, shapes and objects, render preferences and more. The manual also explains how to customise *TV*Text Professional* to your personal preferences.

Description	**TV*Text Professional Manual**		
Order code	**AFTVTM**	**AF Price**	**£14.99**

A500+ And A600 1Mb RAM Upgrades

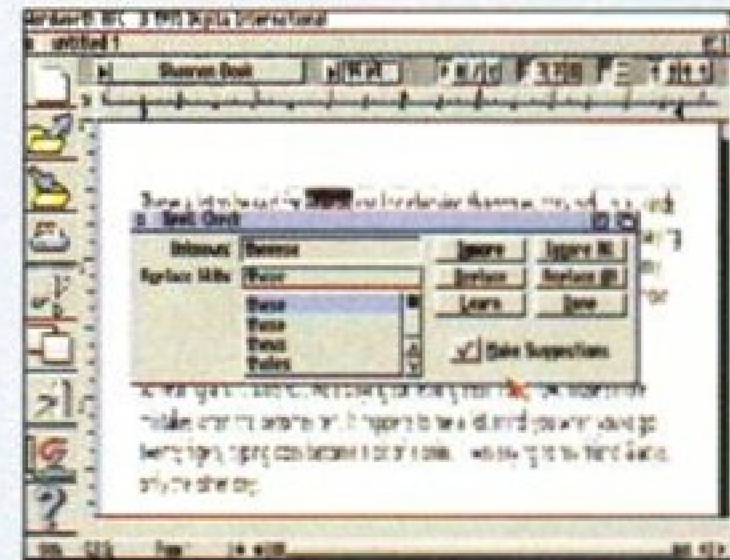


A600 version shown

If you have less than 2Mb RAM these days, you are at a serious disadvantage, so take this opportunity to upgrade your system at an astonishingly low price. These boards for the A500 Plus and A600 simply plug into the Amiga's trapdoor connector. The boards are manufactured to the highest standards and are fully guaranteed for 12 months. Upgrading to 2Mb will give both your machine and your productivity a boost.

Description	**A600/A500+ 1Mb RAM Upgrade**		
A600 code	**AF6H1M**	**AF Price**	**£29.99**
A500+ code	**AF5P1M**	**AF Price**	**£29.99**

Wordworth AFC Spell Checker And Manual



You've already got an exclusive *Wordworth AFC* Coverdisk and the May issue of *Amiga Shopper* (issue 49) contains the drawing tools to go with it. Now all you need is a spelling checker and manual, and here they are. The 26-page manual will guide you through your first steps with *Wordworth AFC* while the dictionary disk contains a 116,000-word spell checker.

Description	**Wordworth AFC Manual**		
Order code	**AMF507**	**AF Price**	**£14.99**

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Music-X 2



This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £60

Description	Music-X 2	EVEN LOWER PRICE	
Order code	AMFMX2	AF Price	£89.99

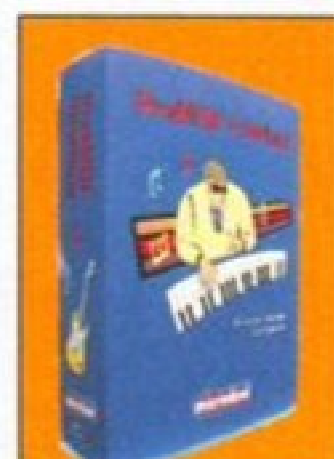
Syndicate American Revolt Missions Disk



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk*.

Description	Syndicate Missions Disk		
Order code	AMFSD	AF Price	£12.99

MIDI Interface

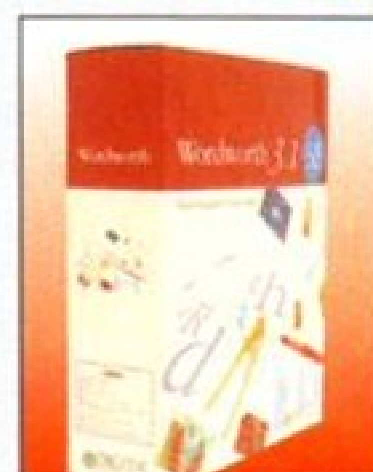


Push your own and your Amiga's musical capabilities to their limits with the fully-featured ProMIDI interface which enables you to connect synthesizers, drum machines or any other MIDI instrument to your machine and then use the samples you create with our *Music-X* (*AF58*) and *OctaMED* (*AF62*) Coverdisks.

SAVE £5

Description	MIDI Interface		
Order code	AFMIDI	AF Price	£24.95

Wordworth 3.1SE





This is the latest version of the most successful Amiga word processor ever. Complete with on-line help, auto correct, drawing tools, text effects, a 116,000-word Collins spell checker and thesaurus, *Wordworth 3.1SE* has been created to run on a base A1200 with 2Mb and a single drive. For full details of this *AF* Gold-rated package, see the review in *AF67*.

Description	Wordworth 3.1E		
Order code	AFWWSE	AF Price	£49.99

Turbotech Clock Cartridge

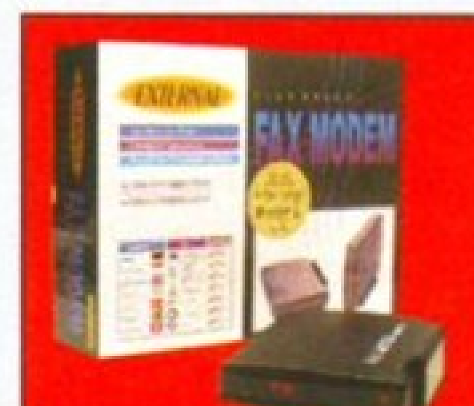


Your Amiga will always know what day it is with this handy device which sets the correct time and date. Simply fits into the disk drive port (or on the back of your second drive). Complete with software.

SAVE £2

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

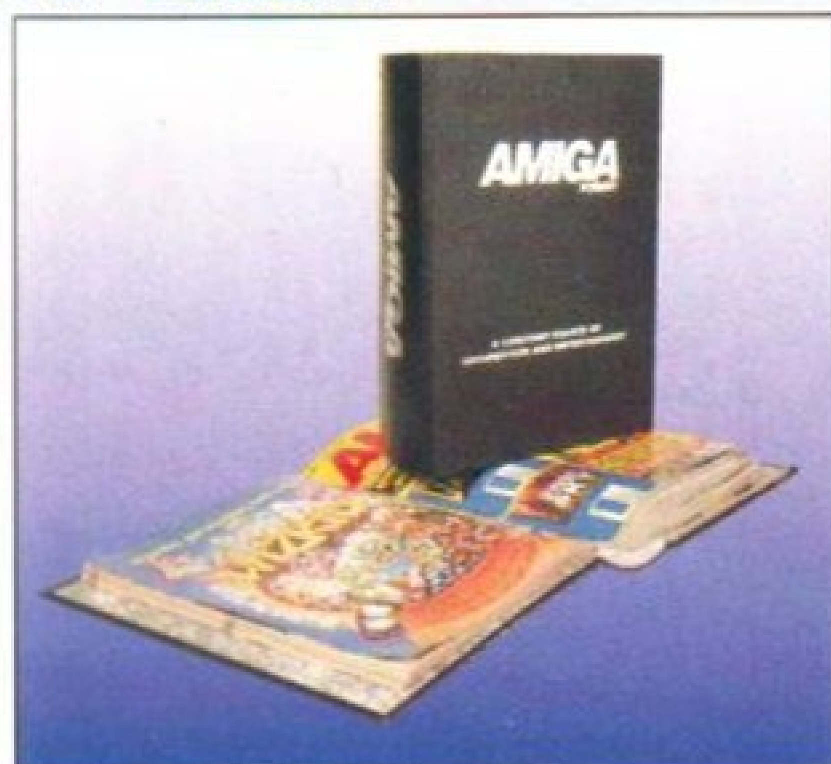
XL144E Fax Modem



Find out what all the Net fuss is about at an unheard-of low price! The Information Superhighway will beat a path to your door when you get on-line with this BT-approved 14,400 speed modem. Everything you need to get on-line (cables, manual, PSU and connection software) is included in this low-price but high-performance package.

Description	XL144E Fax Modem		
Order code	AFXLMD	AF Price	£139.99

AF Binder



If your magazines live in large piles on the floor, and you can never find the one you want, then keep your *Amiga Format* collection neat and tidy with these practical, yet stylish black-and-silver *AF* binders.

***AF* top tip: buy two!**

Description	**Binders**		
One binder	**AF108**	**AF Price**	**£5.99**
Two binders	**AF109**	**AF Price**	**£9.99**

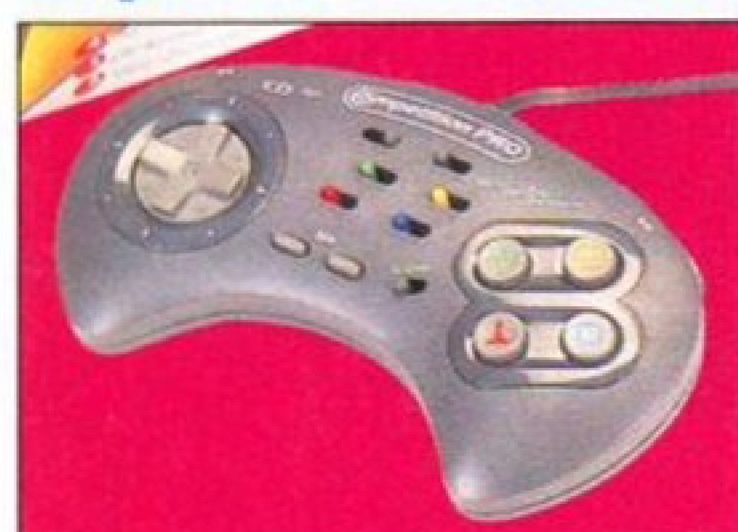
Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga (and Atari ST) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	**Mouse 'n' Mat**		
Order code	**AFMM**	**AF Price**	**£12.99**

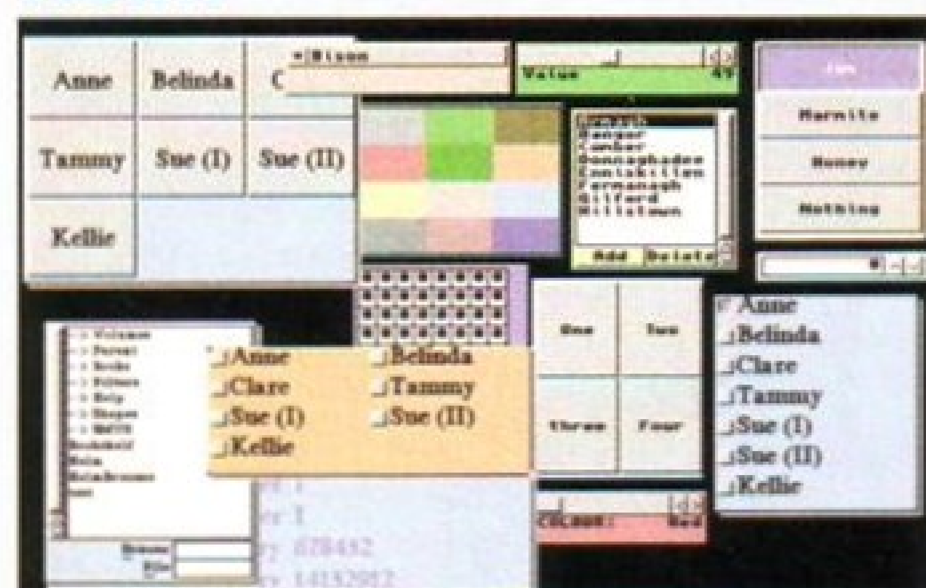
Super CD32 Control Pad



If your original CD32 control pad is feeling its age, or you just want an additional pad, you need The Super CD32 Control Pad from Competition Pro. With turbo fire, auto fire and slow motion features, the pad is also perfect for Amiga games.

Description	**CD32 Control Pad**		
Order code	**AMFCPP**	**AF Price**	**£19.99**

Helm

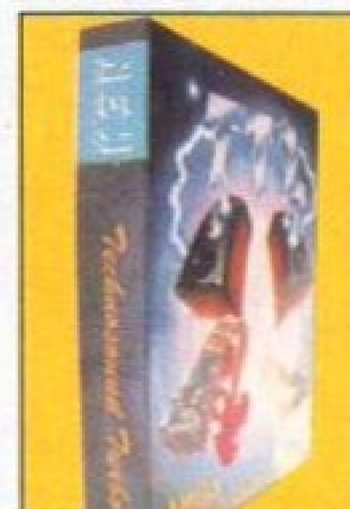




A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, presentations or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	**Helm**		
Order code	**AMF503**	**AF Price**	**£99.95**

Technosound Turbo 2



Like the original *Technosound Turbo*, version two of this sampler from New Dimensions (which scored 88% in *AF51)*, enables you to grab digitised sounds and sequence them into compositions. But it also features many improvements and new functions, including direct-to-hard disk recording, and a built-in tracker. The package contains a digitiser and a set of audio leads.

SAVE £10

Description	**Technosound Turbo 2**		
Order code	**AMFTT2**	**AF Price**	**£29.99**

Exclusive *AF* Sweatshirts



At last! By public demand, we are delighted to offer these high-quality black sweatshirts discretely enhanced with the *AF* logo. Perfect apparel for those social occasions where what you wear says more about you than credit cards ever can. Available in large only (fits up to 44-inch chest) the *AF* sweatshirt is a tasteful blend of 70% cotton and 30% polyester. Models not included (fortunately).

Description	***AF* Sweatshirt**		
Order code	**AFSWEA**	**AF Price**	**£12.99**

Inkjet Refill Kits (Twin Packs)



An easy and cost-effective way to keep your inkjet printer topped up with the black (and coloured) stuff. Contains instructions, filling syringe and enough ink to fill most cartridges twice. Suitable for the following printers: HP Deskjet, Deskjet Plus, Deskjet 500, 510, 520, 500C, 550C, 560C; Olivetti Bubblejet JP150, 250, 350; Canon Bubblejet BJ10e, BJ10ex, BJ10sx, BJ200, BJ130, BJ300, BJ330, BJC600; Epson Stylus 800, 1000. The kits come in packs of two, so you should have enough ink to fill a cartridge four times.

Description	**Colour & Black Inkjet Refill Kits**		
Black code	**AFIJBK**	**AF Price**	**£11.99**
Colour code	**AFIJCK**	**AF Price**	**£19.99**

Communicator III & Comm III Lite



If you have a CD32 and an Amiga then with Communicator you can use your CD32 as a CD-ROM – and it brings many new features including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port. Communicator III Lite doesn't have MIDI support. **Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.**

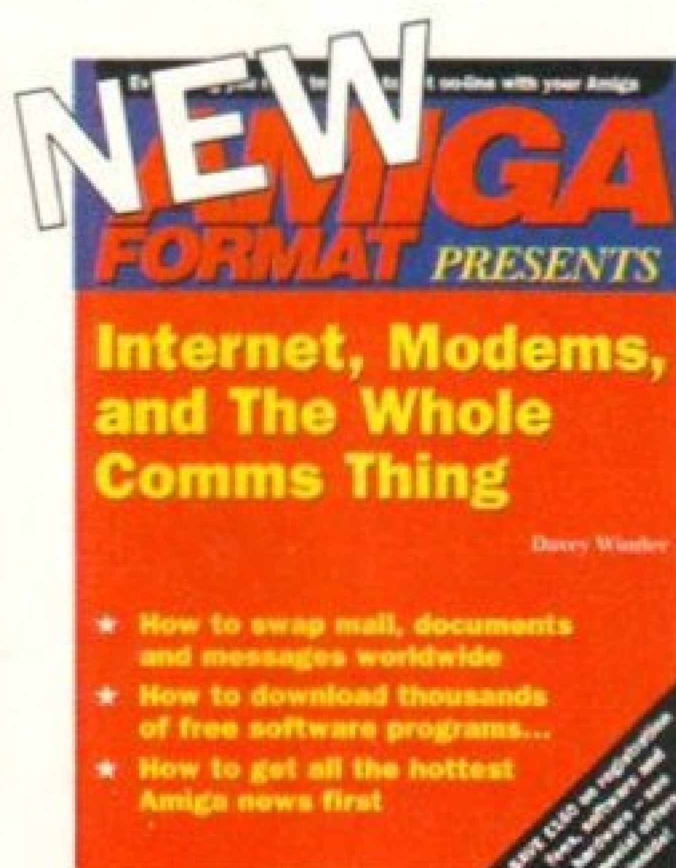
Description	**Communicator III & Lite**		
Lite code	**AMF504**	**AF Price**	**£49.99**
CIII code	**AMF505**	**AF Price**	**£69.99**

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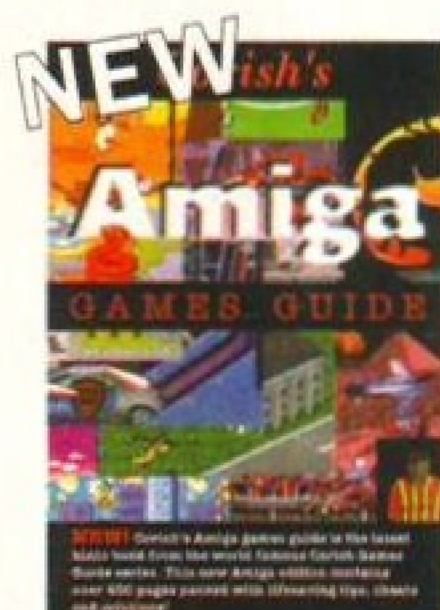


SAVE OVER £160...
On network registration, software, hardware and on-line services – see the vouchers inside the book!

INTERNET, MODEMS AND THE WHOLE COMMS THING

- How to find your way around the Internet, CiX, CompuServe and other major networks.
- Bulletin Board Systems: what are they, who runs them, what do they do and how are they run?
- You've got an Amiga and you've got a modem – now how do you make them talk to each other?
- Make new contacts, obtain technical support, download software, join special interest groups and more.

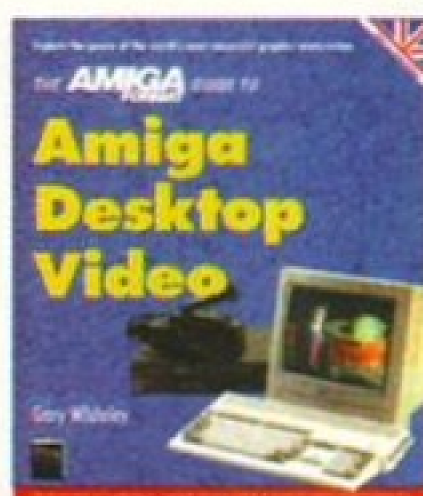
Order code FLB122A **Price** £19.95



CORISH'S AMIGA GAMES GUIDE

Corish's Amiga Games Guide is the latest hints and tips book from the world-famous *Corish Games Guide* series. This new edition has more than 400 pages packed with lifesaving tips, cheats and solutions.

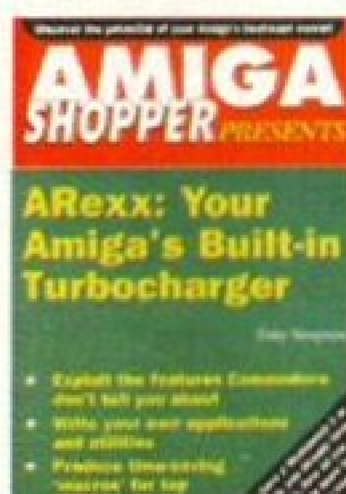
Order code FLB5157 **Price** £14.95



AMIGA DESKTOP VIDEO

The Amiga is the world's premier low-cost graphics workstation. But its basic power, built-in expandability and ever-widening range of quality software and add-ons mean it's capable of highly professional results. All it takes is the know-how... and all the know-how is right here!

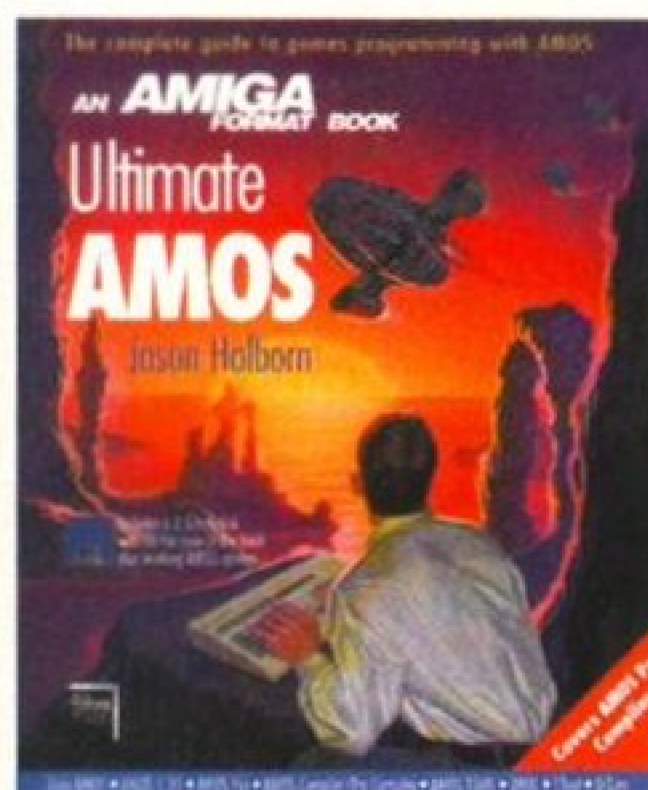
Order code FLB084A **Price** £19.95



AREXX

ARexx could be your Amiga's most important asset. It's a powerful programming language in its own right and it lets you create time-saving scripts for the increasing number of commercial programs that support it. In fact, *ARexx* is purpose built for multitasking operations, just like your Amiga!

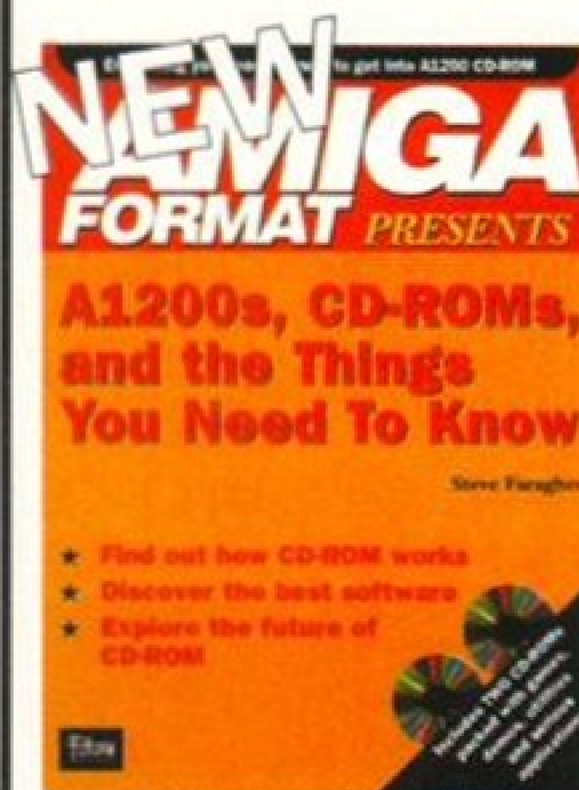
Order code FLB9052 **Price** £17.95



ULTIMATE AMOS

Explore the full potential of *AMOS* with easy-to-understand descriptions, diagrams and dozens of example *AMOS* routines. All you need to produce your own Amiga games is a smattering of *BASIC* knowledge, *AMOS* – and this 400-page book! It includes a disk with all the author's routines and four skeleton games.

Order code FLB025A **Price** £19.95



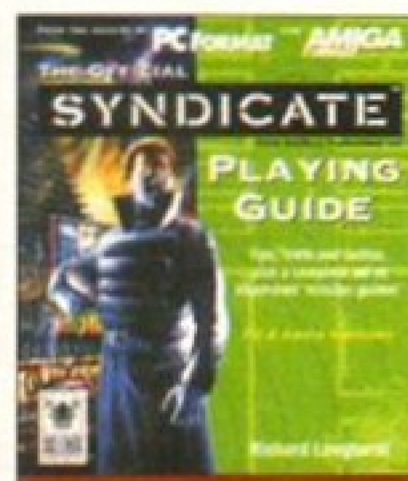
A1200S, CD-ROMS, AND THE THINGS YOU NEED TO KNOW

This new book tells you everything you'll need to know about CD-ROM, how it works, and industry plans to exploit its full potential.

PLUS 2 CD-ROMS!

Included in the book are two CD-ROMs packed with hundreds of megabytes of useful utilities.

Order code FLB5262 **Price** £19.95

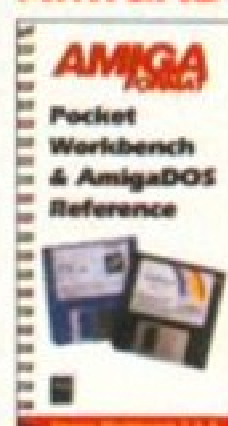


SYNDICATE PLAYING GUIDE

Find out how it's done with this *Syndicate Playing Guide*. You'll find full walk-through instructions and grabs of the key moments for all 50 missions of *Syndicate*. Now there's no excuse for losing!

Order code FLB519X **Price** £13.95

POCKET WORKBENCH & AMIGADOS REFERENCE*

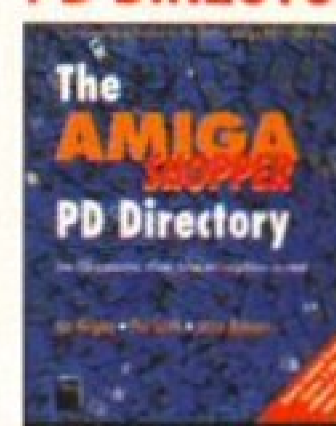


Workbench and *AmigaDOS* can be confusing, unless you've got help. This pocket guide is spiral bound to lie flat while you use it and is an indispensable companion.

SAVE £5

Order code FLB017A **Price** £4.95

AMIGA SHOPPER PD DIRECTORY



A comprehensive PD directory. Within its pages you'll find over 700 applications, utilities and programs for your Amiga.

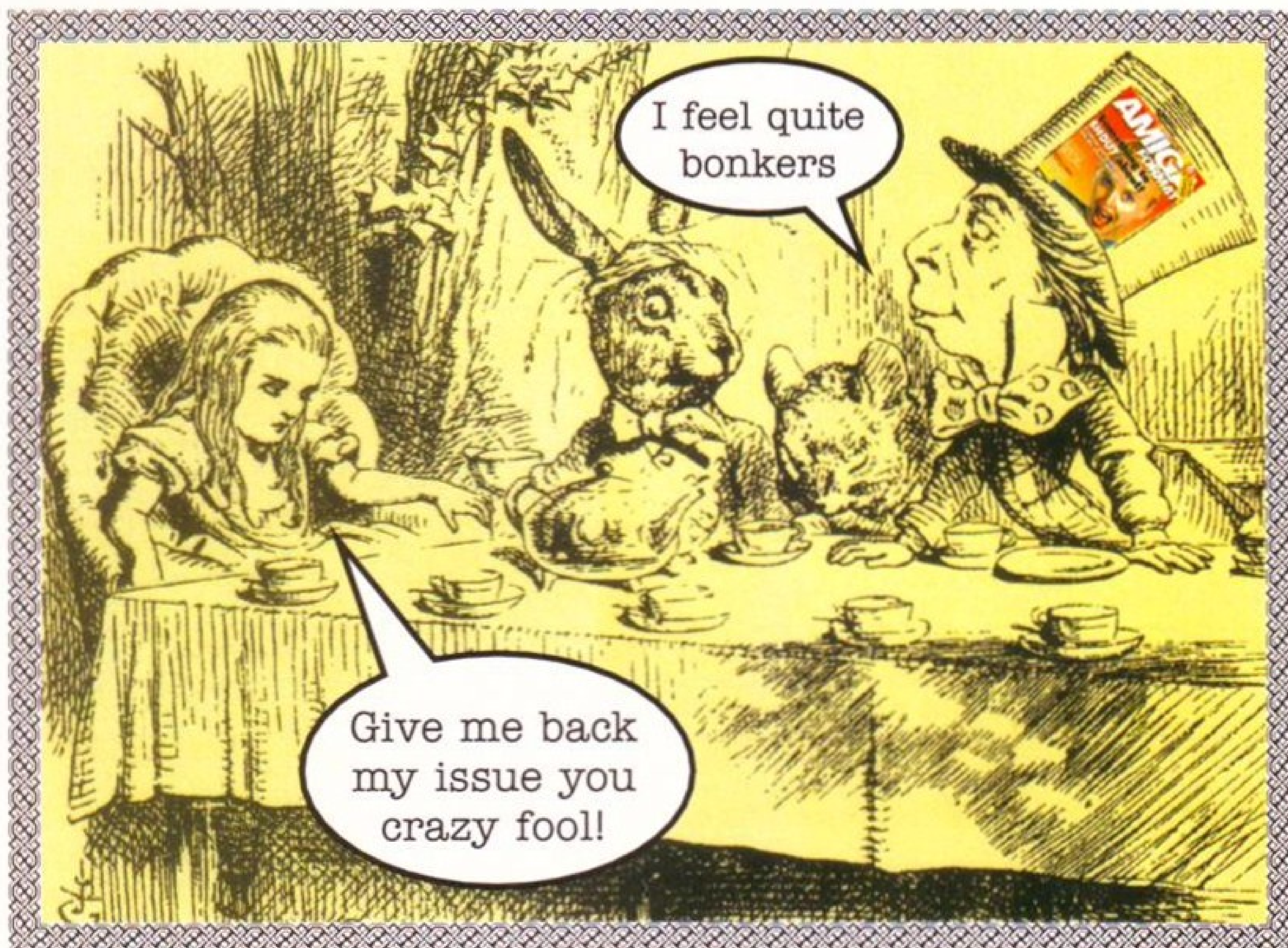
SAVE £10

Order code FLB114A **Price** £4.95

* Free when you order two or more books

Some people seemed to go nuts over our last issue...

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OTHER CRAZY ISSUES

AF69 — **March 1995**

Coverdisks: Exclusive demo of the incredible 95 per cent-rated *Photogenics* image processing program plus *Super League Manager* game demo.

AF68 — **February 1995**

Coverdisks: Special demo version of Digita's new *Datastore* database and four action-packed levels from Sensible's sensational *Cannon Fodder 2*.

AF67 — **January 1995**

Coverdisks: Three-disk special featuring the full *AMOS Professional* worth £50, *Sensible World Of Soccer*, *ATR* and *Lion King* demos.

AF66 — **December 1994**

Coverdisks: Complete *Tiger Cub* music package worth £60, fabulous *Zeewolf* game demo.

AF64 — **October 1994**

Coverdisks: Full video titling package *TV*Text Professional* worth £129 and a tremendous *Theme Park* game demo.

AF62 — **August 1994**

Coverdisks: Complete music package *OctaMED Pro v5* worth £30 plus a *Detroit* game demo.

AF60 — **June 1994**

Coverdisks: Full version of *InterSpread* spreadsheet program worth £20 plus *DemoManiac* and *DreamWeb* demos.

AF58 — **April 1994**

Coverdisks: Three Coverdisk special: full version of *Music-X* worth £199 plus complete *ProVector* structured drawing package worth £100 and *Total Carnage* and *Dozer* game demos.

Also available...

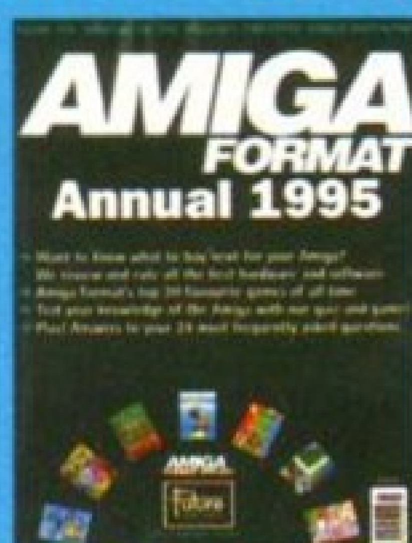
AF55, AF54, AF50, AF49, AF48, AF47, AF46, AF45, AF42, AF37.

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...AND FOR A SPECIAL TREAT



THE AMIGA FORMAT ANNUAL 1995
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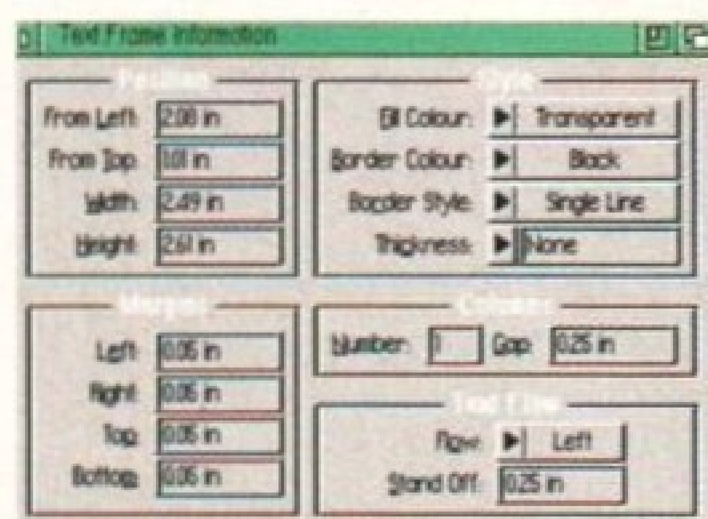
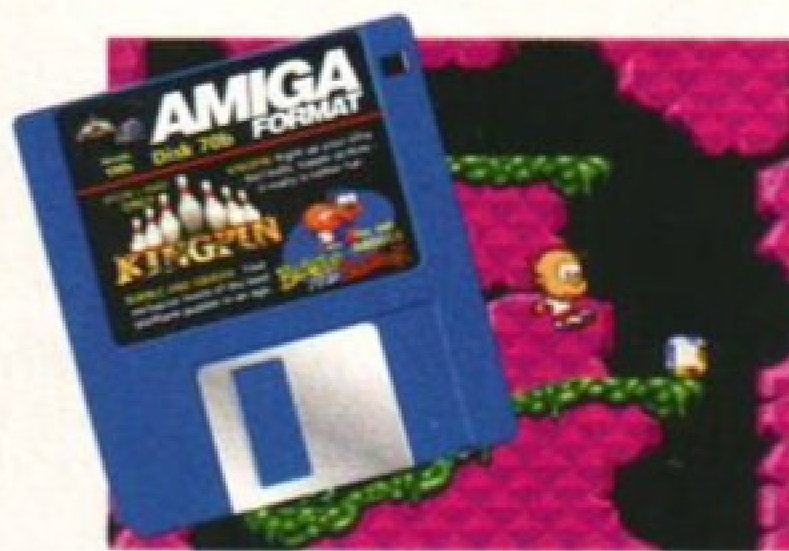
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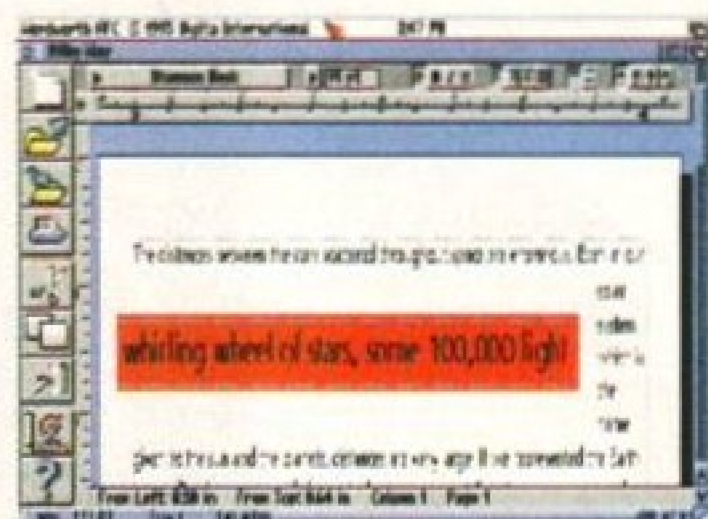
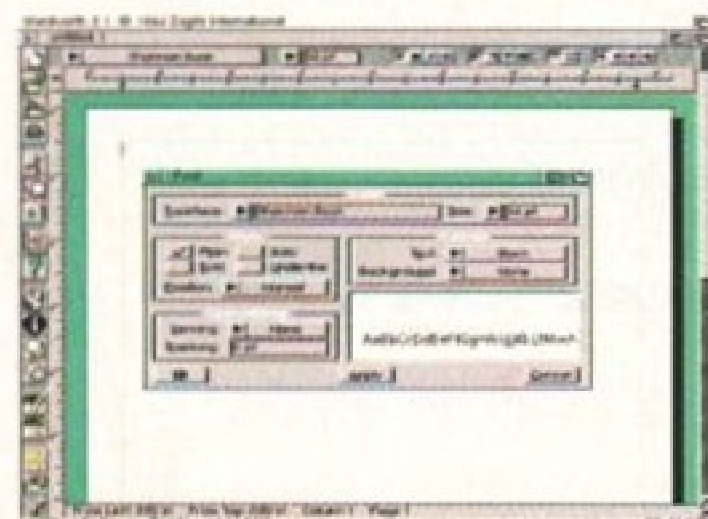
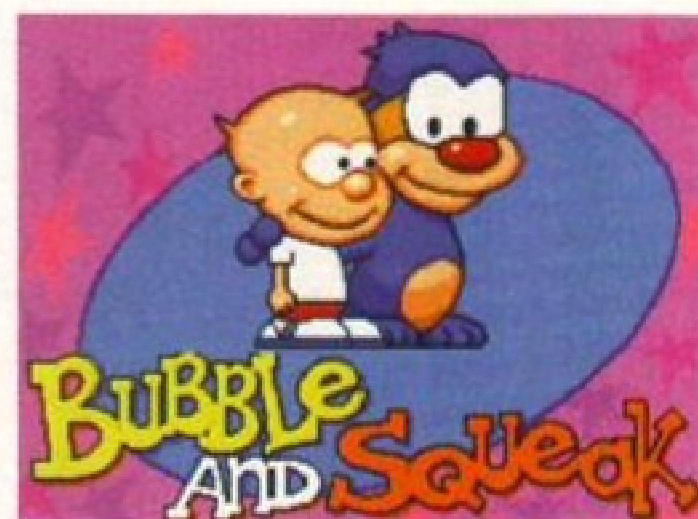
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OVERSEAS ORDERS WELCOME EU....Add 25p per disk postage. World....Add 50p per disk.

AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...



Do the write thing. Digita's exclusive *Wordworth AFC* Coverdisk package gives you real word power.

Enjoy one of the best-ever platform games for the Amiga, and be bowled over by the very wonderful *Kingpin*.



King Pin and Bubble 'n' Squeak

Steve Bradley certainly bowled a strike when he found these two brilliant game demos for you.

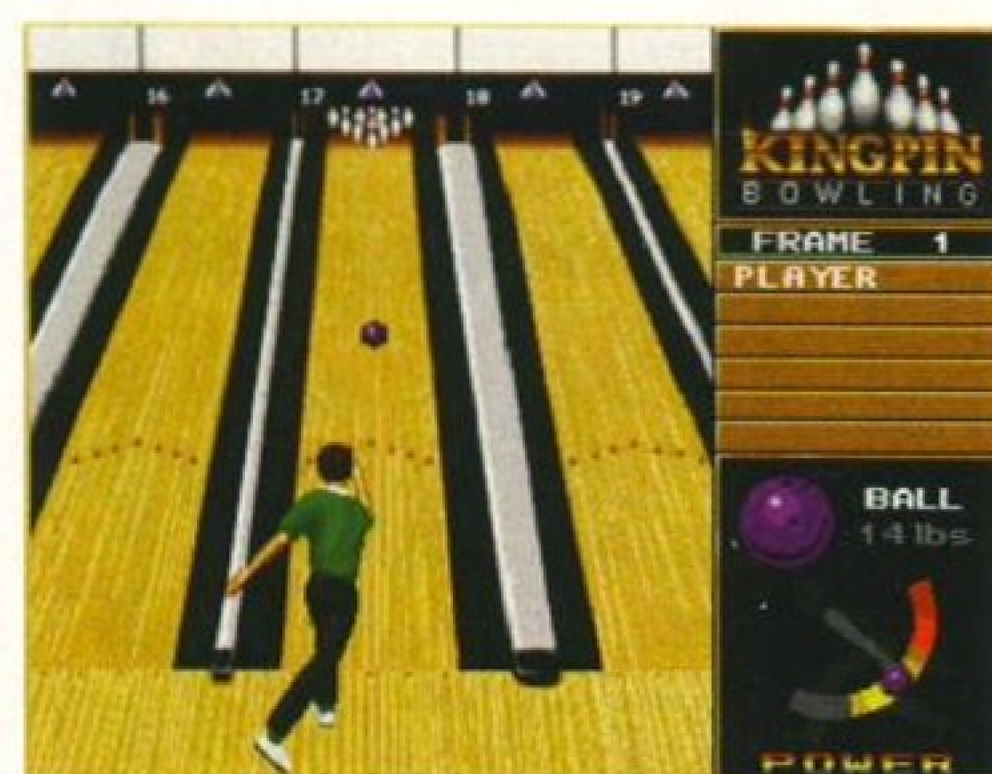
DE-CRUNCHING YOUR GAMES DISK

Yes readers, it's one of those disks. Get yourselves two blank formatted disks and follow the on-screen instructions. It couldn't be simpler. Honest. Oh, and remember, the *King Pin* demo will not work on an A500, even with 1Mb. Our apologies.

Sir Francis Drake did it as the Spanish Armada approached Plymouth Ho, David Bryant does it with a pipe, Camper van Beethoven took the skinheads along for a turn back in the late Eighties, Fred and Barney are regular participants and as for Roseanne, well, she does it most Fridays.

Bowling. Be it Crown Green, indoor or ten-pin, the rolling ball has gathered little moss over the years, steadfastly refusing to be rolled over by newfangled forms of entertainment such as fancy computers and Sky TV. Oh the joy of a strike, or the anticipation as your wood reaches the crown – will it be enough to win the St Helens And District Open, or are you doomed to defeat by the be-flat capped Warringtonian, loyally supported by his Yorkshire terrier Jack.

But no, for the age of computing has caught up with God's Own Game. *King Pin* is here, 14 pounds of solid marbley, plastic-type stuff rumbling at you with only one thing on its mind –



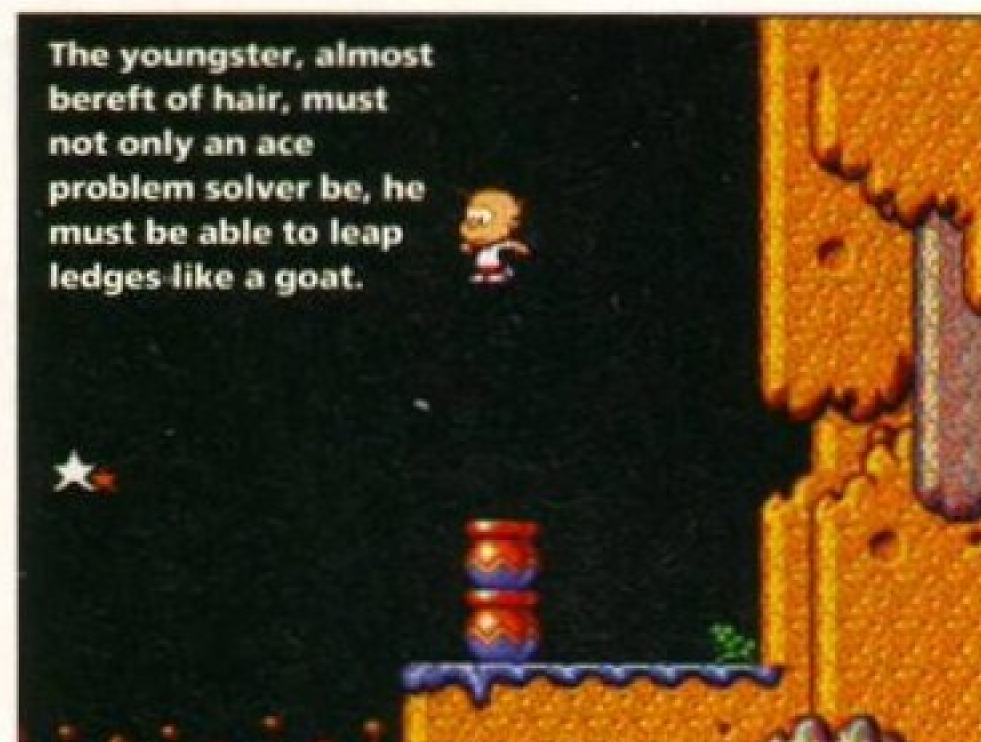
Move UP or DOWN to set the ball strength – the faster you bowl, the more tricky the delivery.

skittle slaughter. Five frames to go at here, two balls per go. Follow this closely. Using a joystick/pad, position the bowler carefully around the centre of the aisle, then move the shaft up or

You can trust *Amiga Format* to bring you the best quality software for our Coverdisks. And this month we have three – yes, that's three – great programs for your enjoyment...

down to set the ball speed. The quicker you bowl, the more difficult accurate aim is. An arrow shoots back and forth across the alley; you bash the Fire button when the time is right and, hey ho, game on.

This demo is primarily for the A1200, although A600 owners can happily participate. Apologies to A500 owners. The demo runs rather slowly on the A600 – the full version runs considerably faster as well as including different weighted balls, enhanced sound effects, tournament options and the chance to create your own players. And all for 13 sovs.


The youngster, almost bereft of hair, must not only be an ace problem solver be, he must be able to leap ledges like a goat.

BUBBLE AND SQUEAK


Heavily influenced by the 'For mash get Smash' ads and *Peanuts*, *Bubble 'n' Squeak* is a towering game.

If you can finish this tasty four-level demo, then send in the password – you may win a copy of the game.

By far the finest puzzly platform affair of recent times, and it seems, judging by the charts, largely ignored by your good selves is Audiogenic's *Bubble 'n' Squeak*. And by God, the ageing, patchy *Winter Olympics* is at number one, simply because you can pop into a chainstore and pick it up for a fiver. Erk.

Enlightenment is at hand. Four enormous, and indeed, exclusive levels are included here for the purpose of sheer pleasure, the odd squeal of anguish, accompanying moments of air-punching joy as you finally contrive to steer your blue-caped pal to the level exit.

You're the small, thinning kid (you look a bit like the nipper with piano in *Charlie Brown*), your name is Bubble. Squeak sports a fine blue outfit, a red nose and you have to scale the platforms, solve the little problems and head for the exit. Now, either you leave Squeak at the bottom of the level and knock out the nasties before returning to accompany him to the exit, or you take him along for the ride, utilising 'the big lad' with certain special manoeuvres. The demo recognises the CD[32] joypad affording you separate buttons to jump and fire.

The full game is available in two versions; A500/600 and A1200. As well as having 30 levels, there are five fun end-of-world shoot-em-ups and 10 bonus levels scattered to boot. Enjoy.

Wordworth AFC overleaf ➡

FIVE PLAYING TIPS

1) You can shoot things by pressing FIRE.

2) Press DOWN and FIRE when you want Squeak to follow Bubble, repeat the process when you tire of him.

3) Bubble can kick Squeak. Stand them next to each other and whack FIRE.

4) DOWN and FIRE also enables you to pick up and drop things.

5) Squeak can chuck Bubble in the air. Stand in front of him and press UP and FIRE.

COMPETITION

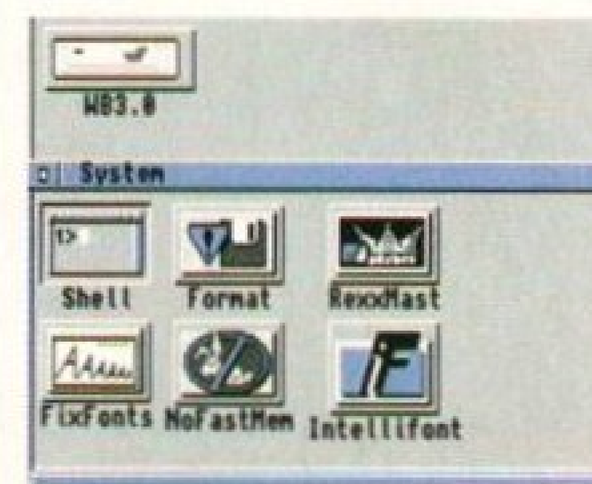
Five folk, using a combination of guile and wit can win themselves a copy of the full version of *Bubble 'n' Squeak*. Simply play through the demo and tell us the last password you receive, and while you're at it, jot down whether you want the A1200 or A600 version.

Send your entries to:
Fried Potato And Cabbage Compo
Amiga Format
30 Monmouth Street
Bath BA1 2BW

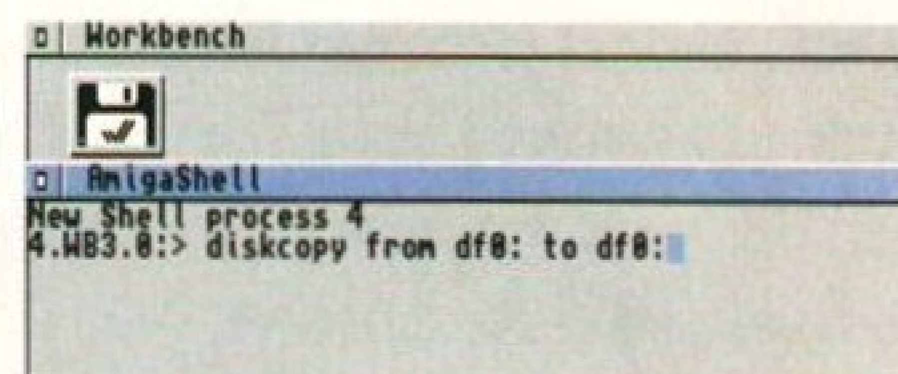
Closing date is 30th April 1995.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

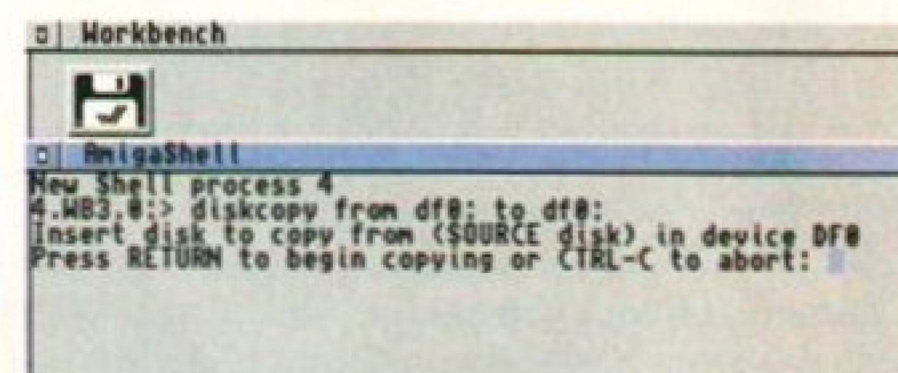


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

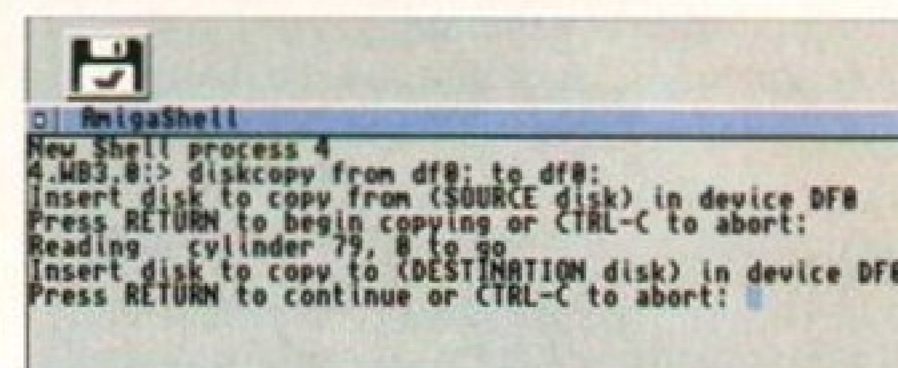


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

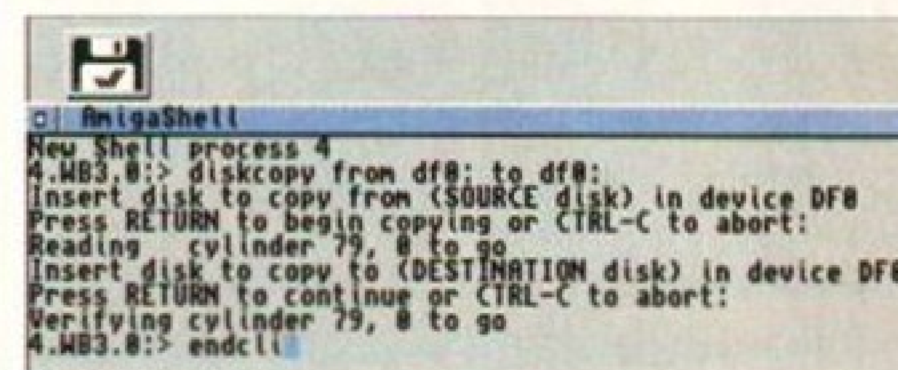
DISKCOPY FROM DFO: TO DFO:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

***Amiga Format* (insert the name of the disk) Disk, Discopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.**



Wordworth

***Wordworth* is one of the finest word processing packages available for the Amiga, and here's your very own exclusive *Amiga Format* Coverdisk version. Graeme Sandiford shows you how to get started.**

There is one type of software that nearly everyone has (or should have) – a word processor. However, not everyone has a good one, which is why we have decided to bring you an exclusive version of one the Amiga's most popular word processors – *Wordworth* by Digita International Ltd.

Over the last few years, *Wordworth* has held the dominant position in the Amiga word processing market. Each version of this popular Amiga word processor has incorporated features that were considered ground-breaking in their day. The latest incarnation, *3.1SE*, is no exception and sports some extremely powerful and flexible features that have not been seen in any Amiga programs before.

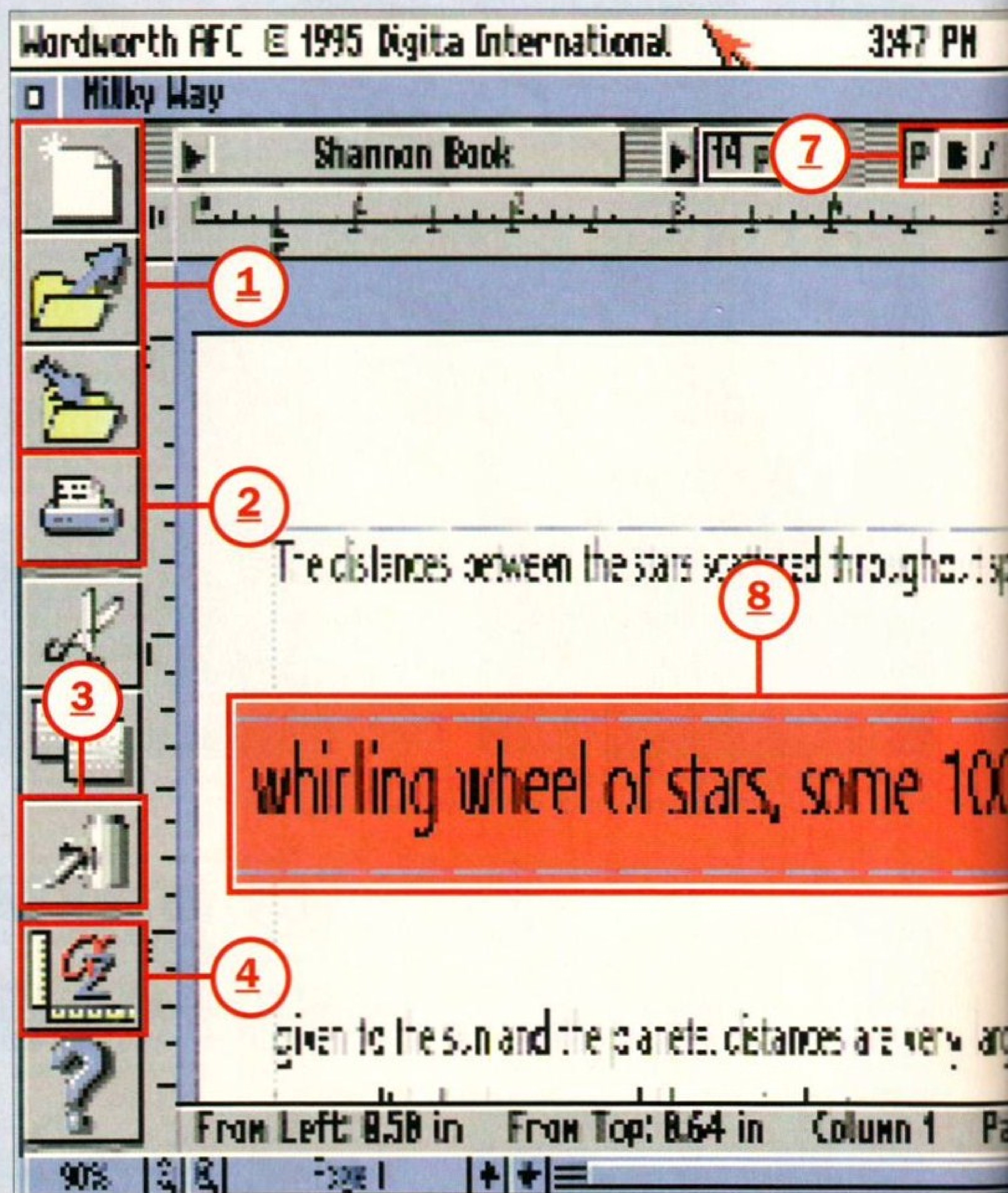
The Coverdisk version (*Wordworth AFC*) has been slightly cut down, but is still feature-packed and fully useable. You'll be able to sample the delights of *Wordworth*'s brand-new easy-to-use interface, make good use of the brand-new Auto Correct feature and best of all, you'll be able to save your files.

Yes that's right you'll be able to save your files, although only in *Wordworth*'s own format. You'll even be able to print your documents, provided you have a printer of course – it's good, but not that good!

The program's a doddle to run, just insert it into your internal drive, reboot your machine and you're away. However, please note that you can only run this version from the Coverdisk – it cannot be installed to a hard drive or be used if you have booted up another disk such as a hard disk or a Workbench disk.

However, despite the program's simplicity, if you've never used a word processor before or would like to get the low-down on the program's new features, just follow the simple instructions on these two pages. Alternatively, you can use *Wordworth AFC*'s built-in help system.

WHAT HAPPENS IF I PRESS THIS?



1 New/Open/Save
These create new documents, open existing ones or save one you are working on. By default the program looks for a disk called Documents: when you open a new screen. Make sure you have a blank disk called this to insert when prompted.

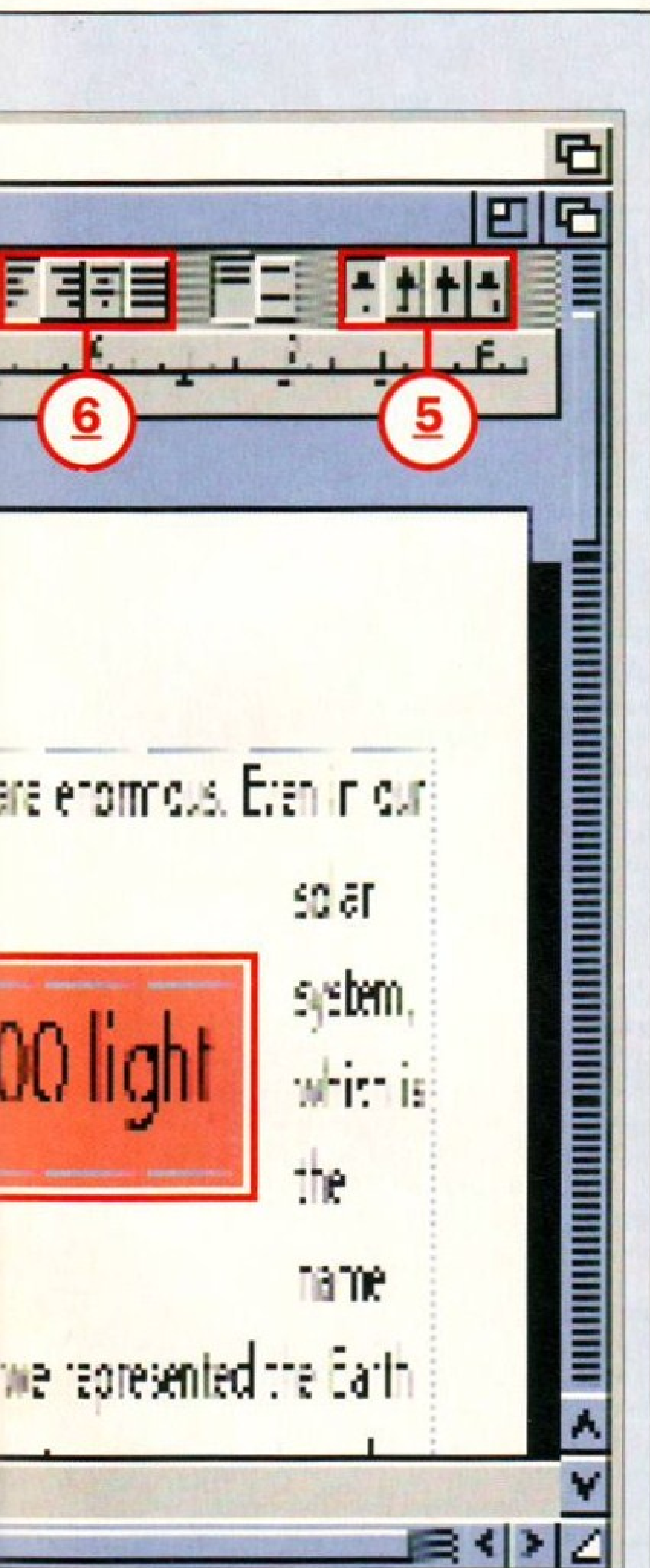
2 Print
You need to copy the correct printer driver to the disk first. See the on-line help for more info.

3 Edit Tools
Use these to cut, copy and paste blocks of text. Select a block of text by dragging your cursor it. Copy differs from cut in that it doesn't remove the selected text.

4 Font
Clicking on this icon enables you to change the style of your text (such as bold or italic). However, you can't change your font because there is only one supplied.

5 Tab Settings
Tabs can be left-aligned, right-aligned, centred or decimal. Left, right and centred all behave in a similar fashion to the justify icons. The decimal tab aligns text with decimal points with the decimal point in the position of the tab. To insert a tab into your text, simply select the kind you want and then click on the horizontal ruler at the top of the screen at the point to which you want the text to be tabbed (indented).

AFC

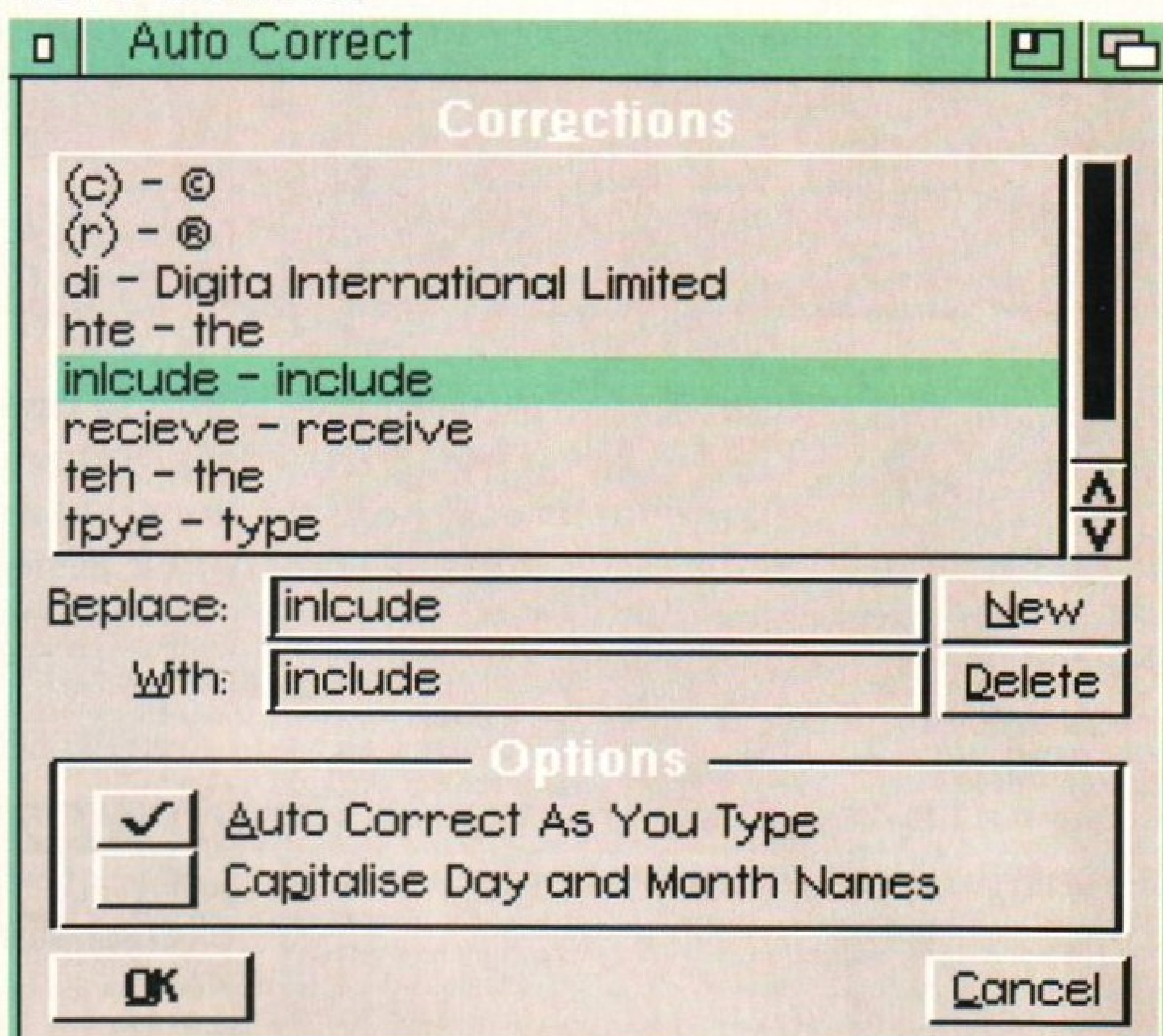


6 Justify
Clicking on these icons aligns a selected block of text to the left, right, centre or makes it fully-justified.

7 Text Formatting
Change the style of your selected text to plain, bold, italic or underlined formats by clicking on these icons. Use the box to the left of these icons to change the size of your type, which is measured in points.

8 Text Object
This is the only type of object available in *Wordworth AFC*. It is a separate entity and can be moved around, duplicated and deleted.

AUTO CORRECT

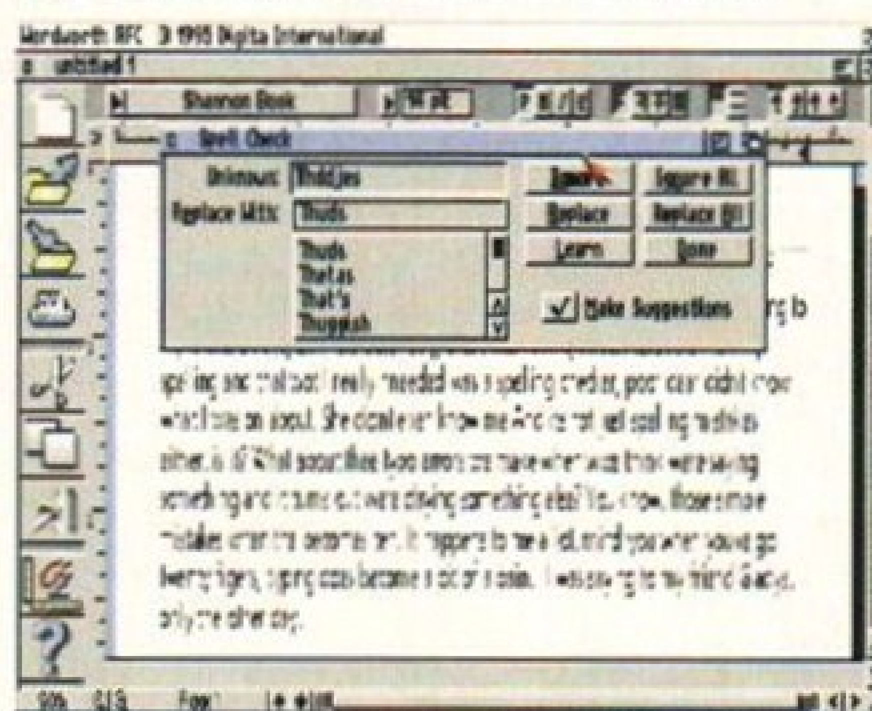


This has got to be one of the coolest features of *Wordworth AFC*. Auto Correct can be used to correct commonly-made mistakes as you type. For example, you might set it to automatically replace teh with the if that's a mistake you often make. However, there is another possible application for this excellent tool, you can use it to expand abbreviations. So, if there is a long name or address that you have to type frequently, you can assign an abbreviation that will be expanded. Of course, it's not a good idea to use abbreviations that are real words.

DRAW!

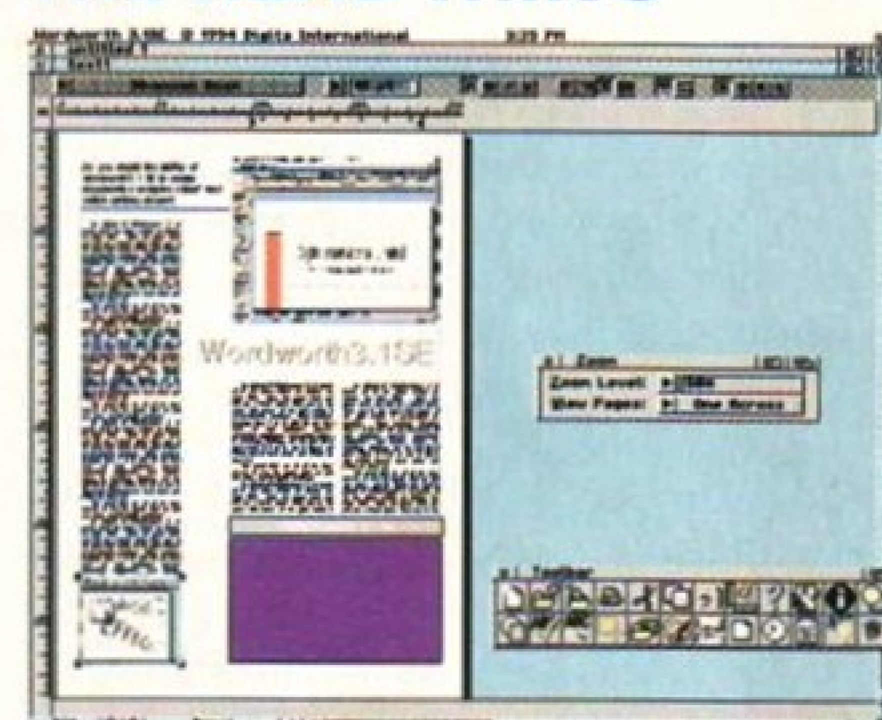
All you arty types will be glad to hear that Issue 49 of *Amiga Shopper* will come with a complete set of drawing tools for *Wordworth AFC* on its Coverdisk. This issue will be in the shops from April 4.

SPELLING CHECKER



If you want to enhance the abilities of *Wordworth AFC*, but can't afford the extra £35 needed to upgrade to *Wordworth 3.1SE*, you'll be glad to know that we are providing a special offer on a spell checker and manual. The 26-page manual and 116,000-word spell checker can be yours for just £14.99. For more details, turn to page 129.

THE REAL THING



This special version of *Wordworth* has one or two features missing, so if you are going to use the program regularly you'll want to upgrade to the full version. The cheapest way of doing this is to register your copy of *Wordworth AFC*. Doing so means you'll be able to take advantage of the special upgrade offer to *Wordworth 3.1SE*. For just £35 registered users of *Wordworth AFC* can get a copy of *Wordworth 3.1SE*.

Then you'll also be able to make use of the full range of the hard disk installable program's tools including a spell checker, more fonts, the ability to load pictures into documents, drawing tools, font effects, support for file formats, a customisable toolbar, indexing, tables and more. To register *Wordworth AFC* call 01 395 270 273 or write to Digita, FREEPOST, Exmouth EX8 2YZ.

AMIGA FORMAT COVERDISKS EXTRA!

GOT A PROBLEM WITH YOUR COVERDISK? CALL 0191-584 0682 (MON-FRI 2PM-6.30PM)



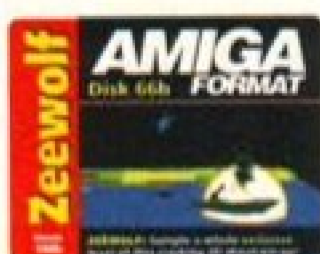
Your Coverdisk should be working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

MUSIC-X (AF58)



A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples. Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there is no problem. If you want to boot off any other disk, copy the fonts into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).

ZEEWOLF (AF66)



Curious one this. Despite rigorous testing, some of you will have received *Zeewolf* Coverdisks that won't work on your Amiga. This is nobody's fault in particular but a peculiar incompatibility quirk – there is a problem with *Zeewolf* with certain makes of internal disk drives.

Both game producers Binary Asylum and *Amiga Format* were unaware of this incompatibilty, but Binary Asylum have now sorted it out, and new versions of the game are now available that work with all internal disk drives.

To get a new copy of *Zeewolf*, return your faulty disk and an SAE to *Amiga Format*, *Zeewolf* Disk, DisCopy Labs Ltd, PO Box 21, Daventry, Northants NN11 5RT.

PAGESETTER 2 (AF63)



There are no problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.

THEME PARK (AF64)

Not a problem, but a cheat for this rather good demo of a rather excellent game. If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

PROVECTOR (AF58)

There is nothing wrong with this disk, but it uses the ARP.library, as do many other Amiga programs. This library, like all other libraries, has to be located in the LIBS: drawer of the start-up disk. If you are booting up from Workbench, this is the LIBS: drawer on that disk.

The ARP.library is provided with the disk, in the LIBS: drawer, so you can just copy it to your boot-up disk. For example, put the *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library Libs:
```

THE LION KING AGA (AF67)



A number of people have returned their *Lion King* disks, even though there is nothing wrong with them. As clearly stated on the label and in the instructions *The Lion King* is AGA-only, so it only works on an A1200.

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign <device name> <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

IN GENERAL

A few things to remember about Coverdisks:

- With most disks, it's easier to boot up from the decompressed Coverdisk because this has all the fonts, libraries and devices needed by the program.
- If you boot from another disk, you may have to copy over some libraries and fonts. Use the Copy command or drag the files, having first switched on Show All Files mode.
- To install software on to a hard disk, you may have to make an assign or two. The assigns should be of the original disk name and point to the new file name.

PAGESETTER 3 SOLUTIONS

Although it is not actually a Coverdisk, some of you have been experiencing problems with *PageSetter 3*, the upgrade to our great *PageSetter 2* Coverdisk (*AF63*).

The problem seems to involve people running this software from a floppy drive. It has to be said that Gold Disk's install script and documentation are less than perfect.

Firstly, you do not actually have to run the floppy install program to run the software, you can just boot from disk one and run the program from disk two (although the print option will not work). To solve these problems, the easiest thing to do is make some additions to a copy of your Workbench disk. Here are the steps you should follow:

1. Make a copy of your original Workbench disk, or your usual start-up disk.

2. Using a text editor (such as *ED*), add the following to your start-up sequence (before the ENDcli command), or your user start-up if you have one.

```
Assign Fonts: PS³Fonts:Fonts
Assign CGFonts: PS³Fonts:Fonts
Assign s: PS³Page:
```

3. Now save the file (using Escape then x if you are using *ED*) and reboot your machine with this disk.

4. From Workbench, select and delete the Tools and Utilities drawers (or otherwise make room for the library files).

5. Open a Shell and type the following:

```
copy PS³Install:s/page#? s:
copy PS³Install:libs/FontEngine.library Libs:
endcli
```

(If you are using a GB keymap, the superscript 3 is obtained by pressing Alt-3)

6. Reboot from this disk again. Insert the PS³Page disk and double-click on the program's icon. It should now run, and print to your selected printer.

7. To install more fonts, you should use the original Install program, because this updates the special font list *PageSetter* uses to tell which fonts are available.

AF GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Amiga Format* guidelines:

1 Before you send any money for goods, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash, and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved without taking the matter further. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

ADVERTISERS' INDEX

AMIGA FORMAT PRESENTS



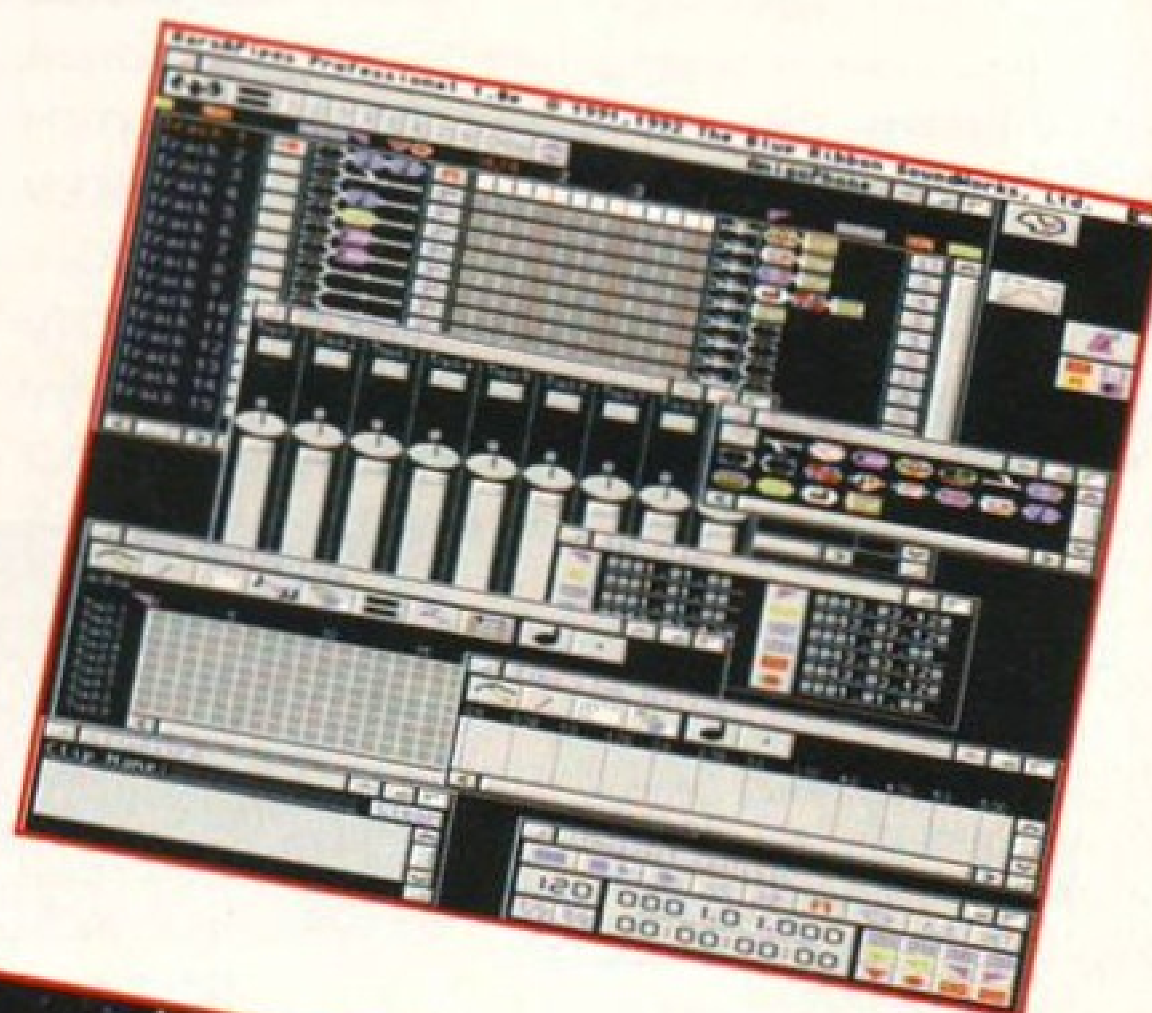
What now?

Just how does Amiga International expect to rise from the ashes of Commodore? If you want to know what the future has in store, buy our next issue...

Plus:

***BARS&PIPES PROFESSIONAL* COVERDISK**

Possibly the best-liked music package, *B&P* features MIDI support, SMPTE codes and everything else you could want for professional-quality music production. We've even included the extra Internal Sound Kit, so you don't need MIDI equipment to use this software.



and

The exclusive, and indeed, enormous playable demo of probably the biggest Amiga game of '95 – *Alien Breed 3D*. Fully texture-mapped, and with Goraud shaded graphics, this is the game that most people thought the Amiga incapable of. It promises to be THE first-person perspective shoot-em-up on the Amiga.



Issue 71

On sale Thursday April 13th

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AMIGA FORMAT FORUM

Dale Bradford asks leading industry figures what they would like to see happen to the Amiga.



Welcome to *Format Forum*, a new section of the magazine where we want to hear your views. This month *AF*'s Dale Bradford is your host.

Welcome to ***Format Forum***, a new part of the mag where we invite you, our loyal, opinionated readers, to reply to a question we set. The most informative, relevant and witty replies will be printed next issue. All respondents whose replies get printed will be rewarded with one of our fine *AF* sweatshirts, in addition to having the satisfaction of knowing their opinions will be read by everyone who is anyone in the Amiga community. To introduce this new section, we invited some of the industry's movers and shakers to answer the following:

"Assuming the management buy-out succeeds, what is the first thing David Pleasance should do?"

"Celebrate!" said several people (or words to that effect). Many other replies made mention of the growing threat of low-cost PCs, but industry veteran Bruce Everiss, organiser of the All Formats Computer Fairs, was the only one to suggest the radical: "Make a plug-in local bus 68040 board for the PC which is CD32, FMV and AGA-compatible." Sadly, Bruce's suggestion is rendered impractical by his closing line: "Sell it for £99."

Giles Hunter, MD of the retailing, publishing and printing conglomerate Guildhall Leisure was rather more practical: "Open the bottle we'll be sending," he suggests, "then get the A1200 out as soon as possible at a reasonable retail price." A view echoed by Richard Eddy, marketing director of Codemasters and also, predictably, by Mal Thomas, General Secretary of the National Association Of Specialist Computer Retailers, who adds: "A new machine must be seen to be on the horizon for 1995," and that David Pleasance should: "channel the machines via the High Street specialist computer retailer."

Keith Smith, PR manager of Millennium Interactive, would like to see more communication between the hardware and software communities: "Make a positive and definitive announcement and put a flag in the ground by informing prospective developers now and not two months before launch."

Paul Ralph, managing director of Almathera, suggested: "establishing an Advisory Board composed of representatives from amongst developers, publishers, distributors and other contributors to the Amiga's development which could meet with him and senior Amiga staff on a quarterly basis to question, review and comment on progress affecting the whole Amiga community."

John Bittner, president of Zuma Group Inc, suggests Mr Pleasance should;

"Celebrate!"

"Identify a single segment of the computer market where the current Amiga models have the best chance of success," and "focus all efforts on dominating that segment of the market." While another US-based president, John Merson of Dr. T's Music Software, offers, more prosaically, that he should: "Sell 500,000

"A new machine must be seen to be on the horizon for 1995."

computers into the Common Market countries and then software developers will bring out new Amiga products."

Along the same lines, Jeremy Rihll, managing director of Digita International, would be content if David Pleasance: "Put together 100,000 commemorative Amiga bundles celebrating its 10th birthday. And

"Identify a segment of the market..."

sell them all," while Tim Christian, managing director of Microprose UK, is concerned that distribution of good software is given a high priority to ensure that: "Amiga formats are not simply dropped in favour of the newer platforms."

Nick Walkland, PR manager of Empire Interactive, would just like to see the new team: "Ensure there are some Amigas out in the shops," and if that fails, to: "Get the Commodore Beard Trimmer into production to raise some cash."

I'll leave the last word to Keith Smith from Millennium; "Change football teams, Chelsea are crap."

I can't argue with that.

● So, that's what the great and good think. But what about you? What should David Pleasance do when the buy-out is finalised? Send your answers to *Format Forum, Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW (Fax 01225 318740). The best will be printed in *Format Forum* and the authors will win an *AF* sweatshirt.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please make sure your call is really necessary.
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WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

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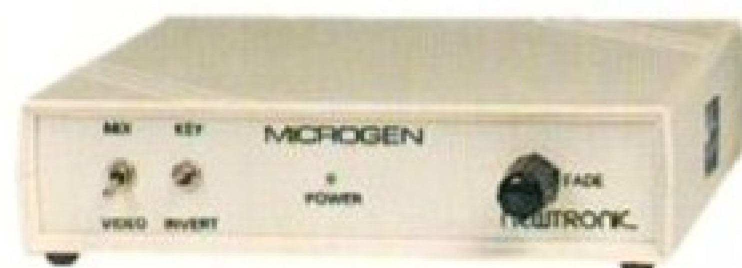
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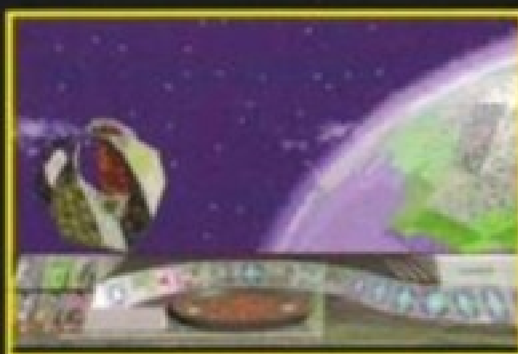
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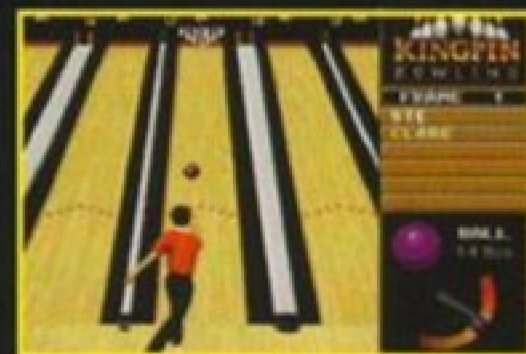


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